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- Full Name: **Customer Profile**
- Definition: **Customer** - any body with a range of full-time customers handled
- Definition: **Customer**
- Key to the success of a business is the customer's complete list.
- Customer Management List (CML) - a list of all customers in a business
- What is the most appropriate?

1000

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- **U.S. DEPARTMENT OF JUSTICE** announced today that it has filed a criminal complaint against a group of individuals who are alleged to have conspired to defraud the U.S. government of approximately \$10 million.

04/11/21 13:09

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SAMPLES

- The most important elements give the audience some context of why you're coming to this meeting. It helps contextualize the issue.
- **Highlight the benefits** that the audience will realize from your presentation. Make sure that you're not selling anything. It's not about you, it's about the audience.
- **Make comparisons** with suitable numbers. It's a hard skill to learn, but you often have to quantify and make the value of your business clear to your audience and your investors.
- **Present all information** with nothing left out.
- **Link, not attach**. It's not acceptable to say, "I have 40 slides that I'll be presenting to you."
- **Don't be afraid to ask** for help. It's not a sign of weakness. You're a professional.

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ABC Company	123 Main St	555-123-4567	555-123-4568	info@abc.com	www.abc.com	ABC Company is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
DEF Company	456 Main St	555-234-5678	555-234-5679	info@def.com	www.def.com	DEF Company is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
GHI Company	789 Main St	555-345-6789	555-345-6790	info@ghi.com	www.ghi.com	GHI Company is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
JKL Company	101 Main St	555-456-7890	555-456-7891	info@jkl.com	www.jkl.com	JKL Company is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
MNO Company	202 Main St	555-567-8901	555-567-8902	info@mno.com	www.mno.com	MNO Company is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
PQR Company	303 Main St	555-678-9012	555-678-9013	info@pqr.com	www.pqr.com	PQR Company is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
STU Company	404 Main St	555-789-0123	555-789-0124	info@stu.com	www.stu.com	STU Company is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
VWX Company	505 Main St	555-890-1234	555-890-1235	info@vwx.com	www.vwx.com	VWX Company is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
YZA Company	606 Main St	555-901-2345	555-901-2346	info@yza.com	www.yza.com	YZA Company is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
BCD Company	707 Main St	555-012-3456	555-012-3457	info@bcd.com	www.bcd.com	BCD Company is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
EFG Company	808 Main St	555-123-4567	555-123-4568	info@efg.com	www.efg.com	EFG Company is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
HIJ Company	909 Main St	555-234-5678	555-234-5679	info@hij.com	www.hij.com	HIJ Company is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
KLM Company	1010 Main St	555-345-6789	555-345-6790	info@klm.com	www.klm.com	KLM Company is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
NOP Company	1111 Main St	555-456-7890	555-456-7891	info@nop.com	www.nop.com	NOP Company is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
QRS Company	1212 Main St	555-567-8901	555-567-8902	info@qrs.com	www.qrs.com	QRS Company is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
TUV Company	1313 Main St	555-678-9012	555-678-9013	info@tuv.com	www.tuv.com	TUV Company is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
WXY Company	1414 Main St	555-789-0123	555-789-0124	info@wxy.com	www.wxy.com	WXY Company is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
ZAB Company	1515 Main St	555-890-1234	555-890-1235	info@zab.com	www.zab.com	ZAB Company is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company A	1616 Main St	555-901-2345	555-901-2346	info@companya.com	www.companya.com	Company A is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company B	1717 Main St	555-012-3456	555-012-3457	info@companyb.com	www.companyb.com	Company B is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company C	1818 Main St	555-123-4567	555-123-4568	info@companyc.com	www.companyc.com	Company C is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company D	1919 Main St	555-234-5678	555-234-5679	info@companyd.com	www.companyd.com	Company D is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company E	2020 Main St	555-345-6789	555-345-6790	info@companye.com	www.companye.com	Company E is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company F	2121 Main St	555-456-7890	555-456-7891	info@companyf.com	www.companyf.com	Company F is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company G	2222 Main St	555-567-8901	555-567-8902	info@companyg.com	www.companyg.com	Company G is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company H	2323 Main St	555-678-9012	555-678-9013	info@companyh.com	www.companyh.com	Company H is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company I	2424 Main St	555-789-0123	555-789-0124	info@companyi.com	www.companyi.com	Company I is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company J	2525 Main St	555-890-1234	555-890-1235	info@companyj.com	www.companyj.com	Company J is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company K	2626 Main St	555-901-2345	555-901-2346	info@companyk.com	www.companyk.com	Company K is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company L	2727 Main St	555-012-3456	555-012-3457	info@companyl.com	www.companyl.com	Company L is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company M	2828 Main St	555-123-4567	555-123-4568	info@companym.com	www.companym.com	Company M is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company N	2929 Main St	555-234-5678	555-234-5679	info@companyn.com	www.companyn.com	Company N is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company O	3030 Main St	555-345-6789	555-345-6790	info@companyo.com	www.companyo.com	Company O is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company P	3131 Main St	555-456-7890	555-456-7891	info@companyp.com	www.companyp.com	Company P is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company Q	3232 Main St	555-567-8901	555-567-8902	info@companyq.com	www.companyq.com	Company Q is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company R	3333 Main St	555-678-9012	555-678-9013	info@companyr.com	www.companyr.com	Company R is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company S	3434 Main St	555-789-0123	555-789-0124	info@companys.com	www.companys.com	Company S is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company T	3535 Main St	555-890-1234	555-890-1235	info@companyt.com	www.companyt.com	Company T is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company U	3636 Main St	555-901-2345	555-901-2346	info@companyu.com	www.companyu.com	Company U is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company V	3737 Main St	555-012-3456	555-012-3457	info@companyv.com	www.companyv.com	Company V is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company W	3838 Main St	555-123-4567	555-123-4568	info@companyw.com	www.companyw.com	Company W is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company X	3939 Main St	555-234-5678	555-234-5679	info@companyx.com	www.companyx.com	Company X is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company Y	4040 Main St	555-345-6789	555-345-6790	info@companyy.com	www.companyy.com	Company Y is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company Z	4141 Main St	555-456-7890	555-456-7891	info@companyz.com	www.companyz.com	Company Z is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company AA	4242 Main St	555-567-8901	555-567-8902	info@companyaa.com	www.companyaa.com	Company AA is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company AB	4343 Main St	555-678-9012	555-678-9013	info@companyab.com	www.companyab.com	Company AB is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company AC	4444 Main St	555-789-0123	555-789-0124	info@companyac.com	www.companyac.com	Company AC is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company AD	4545 Main St	555-890-1234	555-890-1235	info@companyad.com	www.companyad.com	Company AD is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company AE	4646 Main St	555-901-2345	555-901-2346	info@companyae.com	www.companyae.com	Company AE is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company AF	4747 Main St	555-012-3456	555-012-3457	info@companyaf.com	www.companyaf.com	Company AF is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company AG	4848 Main St	555-123-4567	555-123-4568	info@companyag.com	www.companyag.com	Company AG is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company AH	4949 Main St	555-234-5678	555-234-5679	info@companyah.com	www.companyah.com	Company AH is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company AI	5050 Main St	555-345-6789	555-345-6790	info@companyai.com	www.companyai.com	Company AI is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company AJ	5151 Main St	555-456-7890	555-456-7891	info@companyaj.com	www.companyaj.com	Company AJ is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company AK	5252 Main St	555-567-8901	555-567-8902	info@companyak.com	www.companyak.com	Company AK is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company AL	5353 Main St	555-678-9012	555-678-9013	info@companyal.com	www.companyal.com	Company AL is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company AM	5454 Main St	555-789-0123	555-789-0124	info@companyam.com	www.companyam.com	Company AM is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company AN	5555 Main St	555-890-1234	555-890-1235	info@companyan.com	www.companyan.com	Company AN is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company AO	5656 Main St	555-901-2345	555-901-2346	info@companyao.com	www.companyao.com	Company AO is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company AP	5757 Main St	555-012-3456	555-012-3457	info@companyap.com	www.companyap.com	Company AP is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company AQ	5858 Main St	555-123-4567	555-123-4568	info@companyaq.com	www.companyaq.com	Company AQ is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company AR	5959 Main St	555-234-5678	555-234-5679	info@companyar.com	www.companyar.com	Company AR is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company AS	6060 Main St	555-345-6789	555-345-6790	info@companyas.com	www.companyas.com	Company AS is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company AT	6161 Main St	555-456-7890	555-456-7891	info@companyat.com	www.companyat.com	Company AT is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company AU	6262 Main St	555-567-8901	555-567-8902	info@companyau.com	www.companyau.com	Company AU is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company AV	6363 Main St	555-678-9012	555-678-9013	info@companyav.com	www.companyav.com	Company AV is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company AW	6464 Main St	555-789-0123	555-789-0124	info@companyaw.com	www.companyaw.com	Company AW is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company AX	6565 Main St	555-890-1234	555-890-1235	info@companyax.com	www.companyax.com	Company AX is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company AY	6666 Main St	555-901-2345	555-901-2346	info@companyay.com	www.companyay.com	Company AY is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company AZ	6767 Main St	555-012-3456	555-012-3457	info@companyaz.com	www.companyaz.com	Company AZ is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company BA	6868 Main St	555-123-4567	555-123-4568	info@companyba.com	www.companyba.com	Company BA is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company BB	6969 Main St	555-234-5678	555-234-5679	info@companybb.com	www.companybb.com	Company BB is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company BC	7070 Main St	555-345-6789	555-345-6790	info@companybc.com	www.companybc.com	Company BC is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company BD	7171 Main St	555-456-7890	555-456-7891	info@companybd.com	www.companybd.com	Company BD is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company BE	7272 Main St	555-567-8901	555-567-8902	info@companybe.com	www.companybe.com	Company BE is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company BF	7373 Main St	555-678-9012	555-678-9013	info@companybf.com	www.companybf.com	Company BF is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company BG	7474 Main St	555-789-0123	555-789-0124	info@companybg.com	www.companybg.com	Company BG is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company BH	7575 Main St	555-890-1234	555-890-1235	info@companybh.com	www.companybh.com	Company BH is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company BI	7676 Main St	555-901-2345	555-901-2346	info@companybi.com	www.companybi.com	Company BI is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company BJ	7777 Main St	555-012-3456	555-012-3457	info@companybj.com	www.companybj.com	Company BJ is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company BK	7878 Main St	555-123-4567	555-123-4568	info@companybk.com	www.companybk.com	Company BK is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company BL	7979 Main St	555-234-5678	555-234-5679	info@companybl.com	www.companybl.com	Company BL is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company BM	8080 Main St	555-345-6789	555-345-6790	info@companybm.com	www.companybm.com	Company BM is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company BN	8181 Main St	555-456-7890	555-456-7891	info@companybn.com	www.companybn.com	Company BN is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company BO	8282 Main St	555-567-8901	555-567-8902	info@companybo.com	www.companybo.com	Company BO is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company BP	8383 Main St	555-678-9012	555-678-9013	info@companybp.com	www.companybp.com	Company BP is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company BQ	8484 Main St	555-789-0123	555-789-0124	info@companybq.com	www.companybq.com	Company BQ is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company BR	8585 Main St	555-890-1234	555-890-1235	info@companybr.com	www.companybr.com	Company BR is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company BS	8686 Main St	555-901-2345	555-901-2346	info@companybs.com	www.companybs.com	Company BS is a leading provider of hardware solutions for small businesses.	Hardware	50-99	Active	4.5	85
Company BT	8787 Main St	555-012-3456	555-012-3457	info@companybt.com	www.companybt.com	Company BT is a leading provider of services for small businesses.	Services	100-499	Active	4.0	75
Company BU	8888 Main St	555-123-4567	555-123-4568	info@companybu.com	www.companybu.com	Company BU is a leading provider of software solutions for small businesses.	Software	50-99	Active	4.5	85
Company BV	8989 Main St	555-234-5678	555-234-5679	info@companybv.com	www.companybv.com	Company BV is a leading provider of hardware solutions for small businesses.	Hardware	100-499	Active	4.0	75
Company BW	9090 Main St	555-345-6789	555-345-6790	info@companybw.com	www.companybw.com	Company BW is a leading provider of services for small businesses.	Services	50-99	Active	4.5	85
Company BX	9191 Main St	555-456-7890	555-456-7891	info@companybx.com	www.companybx.com	Company BX is a leading provider of software solutions for small businesses.	Software	100-499	Active	4.0	75
Company BY	9292 Main St	555-567-8901	555-567-8902	info@companyby.com	www.companyby.com	Company BY is a leading provider of hardware solutions for small businesses.	Hardware	50-99			

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(Dept TC) 21, Watling Road, North End, Portsmouth,
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Computer Hardware	Price	Type
Amstrad 486 1000	£149	1000
Amstrad 486 2000	£199	2000
Amstrad 486 4000	£249	4000
Amstrad 486 8000	£299	8000
Amstrad 486 16000	£349	16000
Amstrad 486 32000	£399	32000
Amstrad 486 64000	£449	64000
Amstrad 486 128000	£499	128000
Amstrad 486 256000	£549	256000
Amstrad 486 512000	£599	512000
Amstrad 486 1024000	£649	1024000
Amstrad 486 2048000	£699	2048000
Amstrad 486 4096000	£749	4096000
Amstrad 486 8192000	£799	8192000
Amstrad 486 16384000	£849	16384000
Amstrad 486 32768000	£899	32768000
Amstrad 486 65536000	£949	65536000
Amstrad 486 131072000	£999	131072000
Amstrad 486 262144000	£1049	262144000
Amstrad 486 524288000	£1099	524288000
Amstrad 486 1048576000	£1149	1048576000
Amstrad 486 2097152000	£1199	2097152000
Amstrad 486 4194304000	£1249	4194304000
Amstrad 486 8388608000	£1299	8388608000
Amstrad 486 16777216000	£1349	16777216000
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Amstrad 486 67108864000	£1449	67108864000
Amstrad 486 134217728000	£1499	134217728000
Amstrad 486 268435456000	£1549	268435456000
Amstrad 486 536870912000	£1599	536870912000
Amstrad 486 1073741824000	£1649	1073741824000
Amstrad 486 2147483648000	£1699	2147483648000
Amstrad 486 4294967296000	£1749	4294967296000
Amstrad 486 8589934592000	£1799	8589934592000
Amstrad 486 17179869184000	£1849	17179869184000
Amstrad 486 34359738368000	£1899	34359738368000
Amstrad 486 68719476736000	£1949	68719476736000
Amstrad 486 137438953472000	£1999	137438953472000
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Amstrad 486 549755813888000	£2099	549755813888000
Amstrad 486 1099511627776000	£2149	1099511627776000
Amstrad 486 2199023255552000	£2199	2199023255552000
Amstrad 486 4398046511104000	£2249	4398046511104000
Amstrad 486 8796093022208000	£2299	8796093022208000
Amstrad 486 17592186044416000	£2349	17592186044416000
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Amstrad 486 281474976710656000	£2549	281474976710656000
Amstrad 486 562949953421312000	£2599	562949953421312000
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Amstrad 486 2251799813685248000	£2699	2251799813685248000
Amstrad 486 4503599627370496000	£2749	4503599627370496000
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Amstrad 486 72057594037927936000	£2949	72057594037927936000
Amstrad 486 144115188075855872000	£2999	144115188075855872000
Amstrad 486 288230376151711744000	£3049	288230376151711744000
Amstrad 486 576460752303423488000	£3099	576460752303423488000
Amstrad 486 1152921504606846976000	£3149	1152921504606846976000
Amstrad 486 2305843009213693952000	£3199	2305843009213693952000
Amstrad 486 4611686018427387904000	£3249	4611686018427387904000
Amstrad 486 9223372036854775808000	£3299	9223372036854775808000
Amstrad 486 18446744073709551616000	£3349	18446744073709551616000
Amstrad 486 36893488147419103232000	£3399	36893488147419103232000
Amstrad 486 73786976294838206464000	£3449	73786976294838206464000
Amstrad 486 147573952589676412928000	£3499	147573952589676412928000
Amstrad 486 295147905179352825856000	£3549	295147905179352825856000
Amstrad 486 590295810358705651712000	£3599	590295810358705651712000
Amstrad 486 1180591620717411303424000	£3649	1180591620717411303424000
Amstrad 486 2361183241434822606848000	£3699	2361183241434822606848000
Amstrad 486 4722366482869645213696000	£3749	4722366482869645213696000
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Amstrad 486 18889465931478580854784000	£3849	18889465931478580854784000
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Well, we're here! Months of planning have finally paid off at the first NYC hit the new stands. And what have

The free content, a now 10 permanent feature, with games and demos offered EVERY month. EXCLUSIVE reveals will come your way, along with 10-minute game news and previews. You'll find a free poster in the middle of PC every four interviews with incredibly famous people will be a regular occurrence, as will features on shows, films and other wild and wacky subjects. And wonderful companions will bring you to win unbelievable prizes.

This also brings me onto another point. At AC, we can't have too much of it good thing, so we're looking for a Games Assistant to help Pumpy with his tasks. He/she must be over 16, single, very willing to work in an office environment, and above all else, must enjoy playing games! If you're interested, drop Susan Cooke (Office Group Editor of this amazing site) a note, with a copy of your CV attached, you never know you might end up being made coffee by me!

That about wraps it up for now all I can say is enjoy what you are about to experience. If you don't well I've heard that was going to be an interesting way to while away the hours.

Big Handcuffs



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DATA

Software Classics: Electronic Arts grab-o-granny label has added some excellent and not so good titles to its list. For the opposing price of \$2.99 (\$4.99 for disk) you can get some really tasty courses before EA dears them altogether. So in (probably) last call and take your partners for Seave & Valley Rock Elm, Post Break 1903 and FHM. Pergasa.



A word to those who can program and want to make a fast few thousand: Have you noticed how so many games involve football, lung-fucking cars? Well, why doesn't some enterprising genius produce a game called Soccer Manager in which you control the destiny of Horatio's team, as he spins his sports car on to win a place in the England team. It would sell like hot cakes in a blizzard.



Here we go. Here we go. Here we go... history isn't the only thing that repeats itself. Yet another company is presenting yet another football game which claims to be in a league of its own. In this case, the claim is partially true.

CDi European Supertopique sees Liverpool Arsenal Rangers AC Milan Real Madrid Bayern Munich PSY Lindehorn and Interwies all in the same famous league. As manager of one of the teams you have to steer them through a stormy season to become European League champs.



Pinball Pin-Up of the Month is a cheeky little beauty that we've seen before - but never like this. Snp her down and you'll see. Pinball Pin-Up Jones has been extended to be slightly wider than AA and that her tractor drive has been ruggedised.

Just four years old, Ozon 1200 now has over 500,000 owners who all think they own her, but she likes the freedom of the European market. For just \$199 she'll perform for you in the privacy of your own home. Bless her little 9 pin head.

DATA

THE PERSONAL COMPUTER SHOW

Last month we said that the question goes begging as to what will happen to the PC Show? Has it disappeared without trace or will it still go ahead on another date or at a new venue?

This month it would appear that PC Show is now a thing of the past as Montbuid announces that the Business Computing 90 exhibition will be held from September 25 to 28 next year at Earl's Court. This effectively cuts out Montbuid's PC Show sponsor, publishing company VNU. Montbuid did tell VNU that they would not be willing to stage the Show again and VNU has replied by suing Montbuid for £5 million.

It seems that the new show will be so boring that only the trade will be allowed to attend. Gentlemen of the Press are also invited so you can be sure we won't be going.

Electronic Research, known as EAR to its friends, is launching a new venture called the Computer Music Learning Centre. Equipped with a wide range of mid instruments, voices and computers, the Centre will be used as a test of learning where punters can gain first-hand experience of EAR's music software and hardware. It seems that your second hand will have to attend a course elsewhere.

Although the company has produced software for Commodore machines the initial one-day courses are aimed at the Athimedes computer - still, mighty odds may grow from 22-66 Acorns.



It's time to have a stick you can get both your hands on and that's just what Spectravideo is offering. Looking like a dead-headed motorcycle handlebar with two buttons, the SV-129 Flight Controller breaks all of the joystick rules. We are currently trying to get our hands on one for review but if it's such a wait that's fine you can grab one for £12.99.

Did you know that video screens may cause cancer and early aging of the skin? Colour screens give off radiation and ultra-violet rays which can harm those who need to work close to the screen.

Data Sound is the latest company to point out these disadvantages as a vehicle to selling its anti-glow VDU screen which sticks to the front of a monitor and cuts back the harmful rays. Isn't it about time that the Government acted to make unprotected screens illegal? Until they do, concerned users will have to shell out £89 or so to avoid eye-strain at the very least.



Microprose seem to be as busy as US Gold were in the old days. Release upon release can be expected in the run up to Christmas and into the New Year.

Travel the US Gold policy in the old days until the point at which they decided that the games were competing with each other and effectively cutting the company's profits. Part of Microprose's problem is having to support so many labels (in fact more labels than the Edinor travel bag).

Almost as intricate as the inner workings of Microprose is the Rainbird label's **Belshazz** which was previously tagged as Spock. The game is ideal for amateur megalomaniacs who would like to get their minds confused by economic, political and military control of a small country with big aspirations. An investment of £14.99 for a cassette or £19.99 for disk will bring the world to your knees.

On the eponymous Microprose label **Arkane Rangers** a long awaited successor **Rat Pack** is expected to appear in early Spring and promises a weighty tome under the guise of an instruction manual. If your situational awareness needs an overshadowing this could be for you.

Just before **Rat Pack** we should be seeing the company's first space simulation **StarLord** based on a IBM (play by mail) game which Mike Singleton masterminded in the early 1980s before he discovered programming.

Meanwhile **Pinball** is evolving on **Overlord**. Games which is a compendium of four fighting styles in one game: Kung Fu, Hollywood Rules, Sumo Wrestling, and Kendo.

Finally, the interesting, but ultimately wiser **Wend Dreams** is out for the £24 or £14.99 (cass) or £17.99 (disk).

ON THE TAPE

SPOTS



▲ Let's find out what's on the tape with Candy!

Spot is a dice game for up to four players, although the game allows the computer to play any or all of these players.

Full instructions are included in the game and a more detailed explanation is included below. The game is similar to some commercial dice games but uses more dice and slightly different rules that increase the strategic element of the game.

Play involves initially rolling six dice and subsequently choosing to keep (or to roll) any or all of them in up to a maximum of three further throws. The aim of each throw is to try to use the dice to make one of a number of scoring patterns. Thus the skill lies partly in choosing which dice to hold on to and which to rethrow and partly in deciding how best to score the result.

There are fourteen patterns or categories that a player may aim for and these are listed on a score-card at the side of the playing area. On completion of each throw a score must be entered in one of these categories, even if the dice do not complete the chosen pattern in which case the score for that category will be zero. So a complete game consists of fourteen rounds, each player filling one category on his score card each round.

The fourteen categories can be broken down as follows. The first six are the number categories: ONES to SIXES, and are used to score any pattern of dice that contains one of the selected value (ONES=1 TWO=2...). The score in each case is the sum of the spots on these dice. For example the dice pattern 5-5-1-4-6-4 would score 1+1=1 point in ONES. SEVEN=SEVENS, EIGHTS and NINE=NINEs. If the pattern contains no dice of the selected value, then the category score would be zero.

The next three categories are SHOTS, LONGS and FULL, and are used to score patterns that

include a number of dice whose spots are in order. "SHOTS" requires at least 4 dice in order so only 1 2 3 4, 2 3 4 5 and 3 4 5 6 will score the 10 points available. LONGS

requires at least 5 dice in order so 1 2 3 4 5 or 2 3 4 5 6 will score the 20 points available. A FULL requires all six dice to be in order so only 1 2 3 4 5 6 will score the 30 points here. (Note: The dice do not have to be displayed in the given order, the points will be scored as long as each of the dice needed is somewhere in the final pattern.)

The four categories from SEVEN to SEVEN are used to score patterns which have a number of dice showing the same spot pattern. SEVEN requires at least three of the dice to be the same. SEVEN requires 4 dice the same and so on up to SEVEN, in which all six dice should be the same (which does not happen very often!). The scores for these categories are 30, 30, 40, and 50 points respectively.

The final category is called 'CHANCE' because it is a chance to score ANY pattern of dice. The score is simply the sum of all the spots shown on the six dice: so 2-4-1-2-6-2 would score 2+4+1+2+6+2=17 points, the minimum score is 6 and the maximum 36 so don't waste it!

In addition to these scores two BONUSs are awarded the first if concerned with the number categories 'ONES' to 'SEVENS' if the sum of the points in these six categories is greater than 69 a bonus of 50 points will be added to the player's score. The second bonus is awarded at the end of each game: for each player it sums all 25 points and subtracts by 5 points for each category with a zero score, so if a player has more than four zeros on his card he will get no points from this bonus.

Control of the game is achieved using a joystick to put number 2

The joystick will control a 'cursor' on the screen, use the joystick to point the cursor at the required function and press the button. There are several selections to be made at the beginning of each game, such as number of players, but these are self explanatory. On the main screen of the game are several options.

The numbers 1 to 6 are used to move dice into a 'rock' which then may be kept while other dice are re-throw. To score a given die in the rock, simply select the number that is shown below that die.

The remaining three options are 'ROLL', which is used to re-throw any dice that are not scored in the rock. 'DICE', which is used to empty all the dice out of the rock. In case you change your mind or find a better pattern to keep, and 'SCOR' which will move all of the dice into the rock and end that turn.

In a similar way scoring is done by pointing the cursor at the selected category on the score-card and pressing the button. Choose carefully as mistakes cannot be taken back!

The only section not controlled by the joystick is the entering of player names. This is done directly through the keyboard. Names may be any alphanumeric sequence of up to ten characters, the names are not checked in any way as they are purely for the benefit of the players.

As explained in the program, to make the computer play for a particular player, simply press the button key without entering any name for that player. The computer will give to the player the name CPU.

1 second CPU 2, and so on.

For anyone interested, the strategy of the computer player is based simply on probability and low minimaxion—the computer will attempt to make the pattern it thinks has the greatest probability of success and will score the result, so as to lose the minimum number of points. As the game is largely

dependent on chance—the spots on the dice—the strategy is sufficient and the computer will play a reasonable game. In general, scores during games tend to be close until the later rounds and it is very easy for the situation to change suddenly, particularly when any bonuses are added.

At the end of the game the

score cards will be shown along with the finishing positions of the players involved. Pressing the Return key as indicated will return to the title screen and the start of the game.

At any time between the title screen and the final scores the game may be aborted and re-started by pressing the Control (CTRL) key.

Microdot

It is said that back in the 20th Century there used to be people who repaired computers when they broke down. They said that computer repair would be a thing of the past way back in the 21st Century—time did they know!

Of course now that the impossible has happened and a military satellite has passed through a fresh radioactive storm malfunctioned, and is getting itself ready to blast us all to Kingdom Come—it's my job to sort it out.

They've given me the MICRODOT, a tiny remote controlled craft capable of entering the satellite and absorbing all of the 99 radioactive particles that the storm left scattered around. And of course it's my job to pilot it around avoid the hazards, collect the particles and save mankind, again!

Obviously that's not all they expect of me. Once I've collected all of the particles I've got to re-activate the crash inside the satellite and get the Microdot out all before mankind resembles a greatly fried egg. Why me?

Play The Game

MICRODOT is controlled by a joystick. In port 2.

Left and right move you horizontally.

The causes microdot to jump for extra height, use the SPACE BAR to activate the jumpdrive, fire and up on the joystick performs the same function. Watch out you can only use the jumpdrive five times per game—unless you find more.

Watch out for the following on your travels.

DOORS TRIANGLES: One of six random bonuses.

COMMON BELTS: Carry MICRODOT in their direction of flow. **NOT POINTS:** Contact with these blue squares marks the return point following your death. **SWAMP TRAPS:** A dangerous spot.



Let's get going!



Realisation's what you need.

travelling between two points. **RUBBER MATS:** Cause MICRODOT to bounce.

To complete the game the player must collect all of the radioactive particles, find an electricity switch, then leave by the gap created for his escape.

And There's More.

For players with creative tendencies MICRODOT comes complete with its own construction set. This allows you to create a whole new set of levels. To enter the editor press F while on the opening screen.

Editing the Layout

The landscape in MICRODOT is made up of blocks of 3x3.

characters, including the rear stanges, rubber mats, etc. Each level is a 13 by 7 matrix of 91 blocks, the main labyrinth is a 12 by 12 matrix of 144 levels.

A joystick is used to move the cursor through the levels. If you move out of the matrix you will move out of the editor and back into the opening screens of the game—the back arrow key (top left of keyboard) has the same effect. The button on the joystick is used to lay the character that you are currently moving around. Press any letter to change the character that you are going to place. The NOT DE key will display all of the blocks available. The function keys are used to select which of the four different block styles is selected.

If you want to delete the (X) key will select a character that allows you to rub out your mistakes.

To set the start point press the I key.

Two blocks (F and X) consist of 3x3 blocks of electricity and appear to be identical. Well they're not. Always use F except when the blocks form a pool embedded in the ground.

Each room has separate colours for the blocks of static electricity, the rubber mats and the four different fish types; these are normally changed with keys 1-6. Since these keys are also used when editing the objects a letter at the bottom signifies which mode these number keys are in. When C is displayed the number keys change the colours when S is displayed they change the objects or types. Use the RETURN key to change mode.

With speak traps use the M key to lay the beam between the points.

Positioning Objects

The moving blocks of electricity, radioactive particles, bonus monies and the first electricity switch are all sprites or objects. A maximum

number of seven sprites is allowed in each room, each with its own reference number. To create a new sprite use the lowest unallocated number - eg. if there are 3 sprites on the screen press key number 6. If on a screen with no sprites etc. To change an existing sprite simply press its number.

Alter the position of a sprite by moving the joystick, alter its colour by pressing C. Press T to move through the four sprite types. Sprites can be wiped using W or fixed by pressing fix.

Moving sprites travel for a specific time and then return. This time is measured by the PU value shown at the base of the screen. This is changed with the + and - keys. D is used to change the starting direction. S changes the speed of movement and A changes the animation speed.

To see what your sprite looks like hold down the left shift key. NO Sprites must NEVER overlap.

Save It All

Pressing the CTRL key while in the editor produces the Input/Output menu. From here you will be able to LOAD or SAVE your creations or to turn on/off the disk. Note: if using disk you will only be able to save one level on each side of your disk.

Editor Control Summary

JOYSTICK

FIX
A-Z
0
1001-001
Backspace
CTRL
Left SHIFT

—

F1

F3

F5

F7

RETURN

If S displayed

If C displayed

SPRITE MODE

Joystick

Fix

T

C

A

S

D

W

+ and -

Left SHIFT

Backspace

Move Color

Lock Block

Change block

Delete block

Display block

Return to game

Input/Output mode

Lock orientation

MICROSOFTS start

Select block style 1

Select Wipes

Select Spheres

Select block style 2

Change purpose of numbers

Change sprite

1 Change static colour

2 Change rubber colour

3 Change block(1) colour

4 Change wave colour

5 Change sphere colour

6 Change block(2) colour

Move sprite

Fix sprite

Change type

Change colour

Animation speed

Movement speed

Start direction

Wipe sprite

Actual sprite area

Test animation

Back to game



The Ring of Iblenda is to say the least a little upset. Tomorrow is his daughter's birthday and he has no idea what to get her. As Magic Knight you have been ordered to find the Princess.

Gemmetude is a very special present. This may be your chance to prove that you are worthy of joining the famed Polygon Table - the highest honour any Knight could wish for!

The Ring transports you to the Castle of Speland which is teeming with many weird and wonderful creatures. Also there are two mazes which contain many of the Queen's relatives. Apart from the grisly ghouls and energy sapping creatures there

FINDERS. KEEPER.





use these items when you often come within three steps of the treasure that you find in the Castle for money which they stole in their former lives.

Some objects will react with each other to form either more or less valuable objects. To sell or collect You now have two choices:

1. You may try and collect as many treasures as possible and escape from the Castle of Spireland.
2. Collect the treasure in order to please the King and the Princess Germinude and join the Polygon Table.

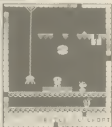
Will the temptation of keeping all the treasures be too much for you or are you loyal to the King and the Polygon Table of Spireland?

4. Do you think, perhaps, that's the King?

Controls

	KEYBOARD	KONTROL
Left	←	
Right	→	
Up	↑	
Down	↓	only used during Mazes
Get	G	G
Drop	D	D
Trade	T	T
Pause/On/Off	P	P
About	B	B
Examine	E	E
Jump	J	J
Music On/Off	M	M
Border On/Off	B	B

* Can be redefined at outset of program



KENTILLA

Kentilla has a sophisticated input editor to enter commands in.

CAPS SHIFT 0

Delete character at left of cursor

CAPS SHIFT 9

Insert a space at cursor

CAPS SHIFT 8

Move cursor right

CAPS SHIFT 5

Move cursor left

CAPS SHIFT 1

Single Word Commands

NORTH, N etc.

INVENTORY I

LOOK L

SAVE

LOAD

QUIT

SCORE

WAIT

Move in specified direction

List carried objects

Redescribe location

Save game present position

Load saved game

End game - start again

Check % progress through game

Do nothing

Recall last command. This must be used before any other input is made. It is useful for lengthy battles correcting mistyped commands or conveniently entering a command (eg. after KILL UNDA you might want

to EXAMINE URGA, so just recall the last command and overwrite RUL with EXAM.

The following are some of the more important verbs which are accepted. There are many more which you will have to find for yourself.

GET	TURN	LOOK	REMOVE	RE UNTE
SEARCH	REINGUISH	LOOK	GIVE	OPEN
LEAVE	TAKE	HEAR	EXT	PULL
THROW	KILL	DROP	PUT	LIGHT
UNLOCK	SAY	ATTACK	EXAMINE	CLOSE
PUSH	WEAR	CLIMB	ENTER	

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects etc. and dead characters. LOOK is used for seeing into containers, eg LOOK INTO CHEST. It can also be used to look at adjacent locations, eg LOOK EAST will tell you what objects and treasures (except hidden ones) are there.

When going on objects to a character, it must be done in the form: GIVE (object) TO (character) eg GIVE SWORD TO GALT.

Talking to other characters

To talk to another character you must mention the character and use quotes, eg SAY TO GOSPEL: GIVE ME THE SWORD. Friendly characters will usually cooperate if they can others not necessarily!

Sentences are not limited to VERB/NOUN although this is sufficient in many cases eg GET SHIELD or GET THE LARGE SHIELD.

In many cases longer sentences are necessary, eg PUT SWORD INTO CHEST or UNLOCK RED DOOR WITH LARGE KEY.

Many objects are described by both noun and adjective, eg LARGE KEY or NASTY MINE. If you want to get the large key you could try GET LARGE GET KEY or GET LARGE KEY. The first two might be accepted unless there are any other large objects or keys around - this would cause confusion.

Abbreviations

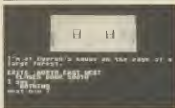
Most words can be abbreviated to two letters, and some to one, eg OPEN DOOR can be OP D. Ambiguity can arise, though (for example) LOOK IN CHEST or LO CH

will be taken as LOOK CHEST. LO CH would work.

MINI

Kavita is a really devious adventure. Collecting objects is not an end in itself, just a means to it. You may have to revisit some locations a

number of times in order to make critical progress, and time may be of the essence. Much is hidden, and not revealed at first examination. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing, but you will find that out



STRIDER

One man carrying one sword against the entire Red Army may not sound like a fair match, but when that man is the iron-strong titanium blade-wielding Strider, it will be the Russians that think they are outnumbered. Your mission is to infiltrate the Red's and send back smokin' hot info that could save the world. Beware, this is not the Russia of glances and penicillin; it is set in the future where the KGB guards wield laser rifles and are joined by deadly robot goons.

Strider is without doubt the most athletic hero you will ever control as he jumps and somersaults his way through the game's scrolling screens. After all, the world's been saved before, although this time you'll do it in style. So as he leaps over the walls of Moscow's Red Square or over the frozen peaks of Siberia even the smallest jump is replicated by a perfectly executed triple flip.

When in battle, Strider's sword sweeps in an arc of death and flashes so quickly that human eyes



1. Strider attacks Red Army troops.

Black, clay, metal and traffic is just for breakfast! (Such is a lot more violent.)

can only detect a blur as yet another enemy falls.

The game helps you get started by giving Strider a shield that slides him and acts like a protective shield. But very soon you're on your own and you must battle

through the heart of Redland jungles, guarded by poison dart-igniting rockmen, before a final battle with the Grand Master of the KGB.

During this epic struggle you will confront a host of enemies, including laser

gun employment, heavily armed KGB agents, scuba-toothed tiger rockmen, androids and giant and of level creatures (such as the massive metal monkey that guards the entrance to level two).

US Gold and Capcom have done it again and have converted a coin-op machine that's every bit as good as *Forgotten Worlds*. It's also just as fast and graphically impressive as the earlier 16-bit versions. So if you want the best in heart-pounding arcade action stick with your C64.

TR

86%



WICKED



A: Take that grin off your mug, under hood!

Title: Wicked
Supplier: Activision
Price: £9.99 Tape, £14.99 Disk

You need hands. V



Shed-ern-ups come and shed-ern-ups go and some may stick around for more than five minutes. Wicked is no five minute wonder because it will probably take you far longer than that to understand what the heck is going on.

You've been out on the loose again with the Gods of law and order and during some foolish act which your memory fails to explain, you've been turned into a ring of fire. This is not as bad as one might think at first. I mean it makes barbecue a lot easier to cook! The only prob is that you've got to complete a task before you can settle down to a quiet life on Pasty Renal's gas stove.

It's the Beast who must be head the job that you told in the pub about the Juniper bush, the Devil himself, and a rather peculiar shaped pond! He's taken over the entire constellation, and you, as the hunkiest ang of fee in existence, must save all by rescuing each of the zodiacal signs.

Now comes the confusing part. You start the game by choosing which sign you wish to clear first. They are all in levels of difficulty and you can only choose the easier three at the beginning. And then it comes down to the game itself.

As the ring of fire you can move around the playing screen as well although there are many resources around that will sap some of your energy on contact. The constellations are plagued with small lumps(?) of viruses which you must eliminate with your own particular yellowier than yellow virus. You can plant more seeds (or spores) when they become available, and when the spore is set in its position it will grow and multiply into a large mass of yellow blobs.

The dark forces are also multiplying and growing, and once you have wiped out all of the dark spores it is time to move onto the next screen, and therefore the next battle. There are three battles to be won in each of the twelve constellations and they far from easy to bloody impossible.

There are also extra abilities to be collected from the middle of the screen in the form of force cards that pop up every now and again some have bad properties some good. And there you have the gameplay: easy in principle, confusing to watch, and absolutely great fun to play (very addictive too).

I was none too impressed when I first saw this on the Amiga, and thought it was some programmer's attempt at trying to do something novel (and failing miserably), but my mind has been totally altered by the 64 version. The graphics are very close to true 16-bit colour and possibly look even clearer on the screen. The controls are so simple that even a ten year old child could grasp them. Then the sound is souped up to a degree that it resembles real music.



They are constant &

Wicked is how do I put this without sounding too clichéd or pretentious, wicked! It is a game that has me squawking for more. A game with more to it than the average shoot-em-up. A game that will take in unbelievable amounts of cash, if I have anything to say about it. RH



Yes, yes, explain, it

Shiny, shiny, look, look!



THE tolkien TRILOGY

Title: The Tolkien Trilogy
Supplier: Beau Joily
Price: \$9.95

J.R.R. Tolkien was a genius; his invented worlds were fantastical and enormous, and the books that he wrote soon became milestones by which others would be judged. They still are, and any epic fantasy adventure always has a small companion with *Lord of the Rings* placed somewhere on its cover.

A long time ago Melbourne House—a hobby-focused company (now owned by software giant Virgin Interactive) released a cute little adventure based on *The Hobbit*. It rapidly found immense fame and fortune, and was acclaimed by most to be the best adventure of all time. The fact that it wasn't was sadly overlooked.

It took several years before a sequel was to appear, but appear it did. And then a third one to make up the trilogy of Tolkien adventures. And it is only now that they see a release in the form of a companion.

None of them are excellent adventures, but they all hold something that sports men and women love: The Hobbit

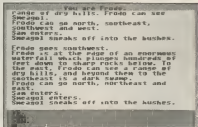
is a moderately easy game, and was one of the few graphical adventures. You play the part of Bilbo Baggins, a Hobbit who lives in a hole. Not a dark damp hole, but a well-furnished hole—the sort of place you would expect a hairy-footed person to live in.

The adventure follows his folios with Gandalf and Thorin (a grumpy but handy dwarf) and he quest for fame and riches. All this is done in the reactionary (well, it was all them years ago) English

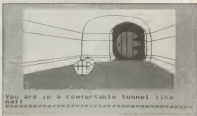
pastor, which now seems dated, but still perfectly usable.

Lord of the Rings and *Shadow of Mordor* also use English, but not quite to the same effect. Communication with other characters is the best advantage of English, and apart from that bonus it's very similar to any other easy adventure pastor (you'll find you will have to think for hours about the right word to use).

Lord of the Rings comes with two adventures, one for



The Hobbit - Part 1 - Sneaking P.E.



The Hobbit - Part 2 - P.E., what's chest &

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FIGHTING SOCCER

Title: Fighting Soccer
Supplier: Activision
Price: £12.99 Tape
£14.99 Disk

The Japanese really don't have any idea about football and the game shows this up. Nor that it's a bad game, it's actually rather fun, but some really odd little features make it somewhat curious.

It's an arcade conversion of a Japanese original, and the idea is to try and win the Olympic Soccer championship. The Olympics? Yep, not the World Cup or anything groovy like that—the Olympics. I suppose somebody's got to do it.

The setting of course doesn't affect the game, and the fact that one's first game (taking on the role of Great Britain, the well known international team) is against Japan doesn't change anything either. It's a bit dummy, but hey, I can live with it.

The idea is that this first game is the final of the qualifying tournament and if you win this, which is quite easy, you progress to the tournament proper: a four round knock out tournament. There's supposed to be a total of eleven teams, although you are always pitched against the same teams at



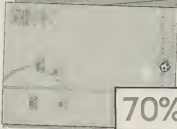
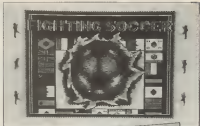
each stage. It's probably best to ignore the ludicrous scenarios and just think of the object as being to beat the computer.

Down to basics. The gameplay is great, but the graphics are lousy. This is a bit unfair I suppose. I know you can't perform miracles with a C64, and there are some nice touches, particularly the animation when a player jumps to head the ball, but the choice of colours for both pitches and players leaves a lot to be desired. It can sometimes get very confusing, trying to decipher which are your players, and which are the opposition. The play, however, is great. Very responsive control, not so easy to run or shoot. Tackling is easy, but it does show up the game's little odd misnomer. There's no way you can foul, or duff up the opposition if that's the bag you re-into. Each game lasts just over two minutes, and each time you or the opposition score there's a little fanfare and a message comes up - 'Goal! Nice Shoot!'. The lips don't spell either.

It's a reasonably quick game, but there are a few tricks which once sussied makes it pretty easy to win, especially at the lower levels. There's a one player against the computer option, a two player game, and, best of all, a two players against the computer option. This means two of your team are under joystick control and you can actually start to build up moves, rather than just rely on the computer providing you somebody to pass to.

So, overall, quite a nice little game, that's bound to be popular despite being rather shallow. It's almost worth playing just to see the amusing cartoonish cheerleaders that display themselves whenever you win a game. Freely

JB



70%

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NOW YOU'RE THINKING

Challenge Software 37 Westmore Road, Enfield, Middlesex EN2 7LE

100% Win

TRADE ENQUIRIES WELCOME ON 01 443 1938

CRICKET MASTER



Title: Cricket Master
Supplier: Challenge Software
Price: £8.95 Tape

For a simulation game to make an impact in today's market it has to have many elements to grab a budding sport enthusiast's attention as well as satisfying the more experienced of the genre. There has been no such true simulation of cricket until now!

Cricket Master is the second game to come from newly formed company Challenge Software (the first being the excellent *Treble Champions*) and as such will be seen as a milestone with which to judge future product. No cricket fan of any intensity will be disappointed with this



milestone

You play the part of the Captain of a one-day international squad, and must use your abilities to win against another nation. And unlike other cricket orientated games it is a solely your tactics and strategy that will determine the result, not your arcade skills.

First off, upon loading you must select your skill level (out of 3 varying difficulty), the opposition you wish to play against (aust those Aussies - to sorry to all of our Australian friends!), and the number of overs to participate in (40-60). Then it is a team selection time, where you get to choose the players that will win the game for you (surely not that accurate where the real England is concerned).

There are different categories of player in both the batting and bowling classes. Batsmen are any of - opener, stroke, middle order and tail - all of which perform the task of their namesake. The bowlers are a little more restricted to types, fast, medium and spin. To determine how good a player is, or his specific function, he has a form level (out of 30) as do all the players on the other team. (A warning though the computer is a damn fine Team Captain).

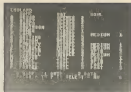
Once all the preliminary tasks have been undertaken it is time



to get into the pitch and show "illy middie-ill" "Goalies!" and other jolly ball-tossing terms (Ola's your uncle and Tanny's a rude word). Of course, you don't get to sit back and watch the action run itself: no time, you have to make spot-on decisions for your team to grasp the

golden goblet!

These depend on the weather at the time (it can fluctuate during a match) and all sorts of other very important factors. You must set the position for your field when fielding, and the aim for the bowlers. You must also determine how aggressive the



bowmen will play—no one said it would be easy to be David Gower (mind, you nobody's ever wanted to be David Gower!)

The graphics are by no way spectacular, but in a game of this nature, graphics are very secondary to the

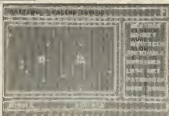
gameplay. And it is the gameplay that brings Cricket Master through the quagmire of other sims to stand proudly among the best footy games. Many years have gone by where the serious side of this most banish of sports has been ignored, but no longer. However...
KH



As you can see, England are 2 of their names lost.



"The batsman's hitting like a b...
batsman Willy."



GREENPEACE



Title: Rainbow Warrior

Supplier: Microprose

Price: \$9.99 Tape

There's a dirty gear hole in our ozone layer. Fish are dying in their graves because of waste dumping in the sea. Trees and other flora are being eliminated by acid rain. Hundreds of baby seals are being clubbed to death. Whales are being slaughtered: almost to non-existence. Radioactive materials are being dumped willy nilly. What are we doing about it? Not enough is the

answer, and this is something that the international organization Greenpeace is trying to remind us. Microprose too, under the banner of video style, is worried. Reluctant to admit that it has released a game to educate and entertain people with its decade-like sections based around global protection scenarios.

There are seven of these scenarios for campaign to be completed in order to win you merit badge, and purify your soul, and each one is based on real campaigns that Greenpeace repeat notices have to perform on a regular basis.

First up is entitled Nuclear Power and Radioactive Waste, and that sums it up really. You play the part of a dolphin, who has to guide a Greenpeace diver to four pipelines, all of which are pumping toxic crap into the sea. He/she must block them all before they can embark on the second mission, but all sorts of

mutated plants and sea creatures exist only to prevent you from completing the task.

Then comes the Dumping at Sea campaign. You must stop the nasty folks on the dumping ship, Gern, from doing their blatantly dazed by taking over their three cranes. This is not easy, and will only be completed by the hardest of campaigns.

A breakout done follows entitled Save the Whale, and it's totally unimpressive as a game goes, and none too educational either. The clone is slightly more advanced than the average, but still unspectacular.

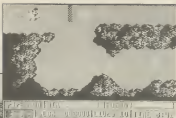
Stop Acid Rain is next up, and the tale comes, probably the bigger message included. You must go on a very perilous mission in order to smash large banners on the incredibly tall chimneys. The banners, once dropped in the right order, will spell the message Stop Acid Rain, and will



RAINBOW WARRIOR

Sliding along on the back of a dolphin?

Oh, no! MISFOUNDED™



A Pipe building bathroom

65%

progress you to the next section.

Which is the Casse Depression round? You (and Greenpeace campaigner yet again) must throw snowballs at the petrol cans before the casse layer depletes. Watch out

for the penguins though as they run into Killer Penguin when touched by radiation.

The penultimate round deals with the subject that touches the heart the most deeply: Blood on the Ice. The Greenpeace Seal Campaign is on aim to stop the pointless culling of baby seals by spraying their tails with dye (thus ruining them making the culled fun around and go home). There are many points to avoid too.

Last but not least is 'The Spirit of Rainbow

Warrior' in which you must create a picture of a pollution-free world by shooting good objects from your ship. If you succeed the spirit of the Rainbow Warrior will be freed.

All the games have certain something, but not enough. The graphics are fairly pretty, the sound is

mediocre, but I feel more could have been made of this license. The manual accompanying the game is excellent though. If I was making that alone I would give Rainbow Warrior 100%, but as a game gets it just doesn't hit the grade for a top score. Well.

Micro-Style



POWERDRIFT

Title: Power Drift
Supplier: Activision
Price: £14.99 Disk, £12.99 Tape



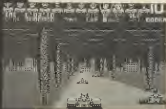
White-faced corner bunting? A

As arcade games go, this most impressive computer for me was Power Drift, a Sega coin-op that was faster than a car with a rocket up its bottom (it was, in short, speed) and hydraulic system(s) that really made games go "faster". With double running down their

Aradons do it with their hands gripped round their joysticks. "Behind" and "Give Way" and other expressions that are really quite unprintable. I mean, who wants to hear what arcade games do with sheep?

Obviously you cannot throw an array of extremely colourful spare blocks at the screen, at a velocity only seen by jet pilots on your C64, but you can try to emulate the gameplay. If not the graphical qualities. And this is what Activision has done. It has successfully captured the gameplay element of the machine (without the use of hydraulic extend and completely rebuilt the graphics from scratch).

For those who have been living in a baked bean tin (or Hemel Hempstead), Power Drift is



A. What's that dribbling down your leg?

another of those car racing games that prove popular year after year. This time you get to control a luggie, much like the ones you see in small American beach comedies, and must race around a circuit with twelve other drivers.

There are five locations in which to race, and each location has five progressively difficult tracks. You must finish in the first three (and the last (later four laps) to qualify for the further stages otherwise it's back to obscurity for you and your brightly coloured buggy.

Everything is controlled in the old mind and hand ways - joystick forward/backward for acceleration/deceleration, left/right for direction, and button for gear change - and in many ways it's an improvement of what has been before. It is a VAST improvement though (especially for all those that remember the 1983 Chromas number 1 Outrun!) and one that is for a 64 - a pleasant surprise.

It is not an easy game but with a lot of persistence should prove extremely rewarding. The driver poked to play with makes little (or not) difference on the game but is a nice glossy touch. And unlike the decade machine, which can become very confusing sometimes, it has done well to look at road signs which leave you to concentrate on the driving and not whether an object is a tree or not.

The scenes are great and racing is fun. It is a shame that NCC Le Mans for example, although to compare (even with the original) would be like comparing the headbook of Home Game to the head of a hammer. The music is also very polished, and the gameplay goes to prove

why the 64 is - and always will be - the top 8-bit machine when it comes down to games.

Power Drift is a very good competition (and as

long as it keeps coming) above the Chromas quagmire, in quality should stand in the front a high-class position. RM



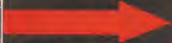
A. Total Power Drive (ongoing)



B. He's the boss looking, the death race begins



92%



FUN ★ 1



34 V6



▲ The Probe HQ is mean machines

it killed that... erm... tree!



Christmas market full of racing games. Is the best old racing game the Probe for EVRO?

Turbo was rather lost in the 1990s behind such games as Hard Driven, Drift, Continental Drift, and Chase HQ (all of which being based on home computer format this was a mistake) which is a shame because it was very bit as good as the Probe. It was a hydraulic

machine again, had several more tracks and added many novel features to the old favourite. It was bloody fast, furious and most definitely fun. And therefore it seems a sure fire loser to convert to the C64 (as excellent as the old format is)!

Probe didn't think so and what a great decision that was. The C64 version is brilliant, and I should imagine it would be hard to better it on any other format. Every option found on the original machine has not been overlooked and although the final product has had to become multi-load it is done with such panache and style that I don't really notice.

You are the driver of a special HQ to step up from the Testarossa last time? And you have been challenged to a race the wheel! Starts road race how you see not one to jump out of things like this to you've agreed. There's one probe though, whoever wins the race wins your gorgeous blond driving companion. (and I'm not talking about your prize-winning Afghan hound) The other power is in a

▲ Run up that car ahead...

white panache, so it's pedal to the metal time if you want to keep your girls.

There are sixteen check points to make in all, each in sections of four (or four different loads) and after every fourth track there is a bonus section plus a pit stop. At the pit stop you can add extensions onto your car to ensure better handling, and the bonus adds points on your score.

The controls are the same as every other game of the ilk, so they shouldn't be a problem and the gameplay matches the graphics in quality. You can shut cars out of the way (although it does slow you down), and it has the added feature in the inclusion of a turbo button (hence the title).

Once the turbo is activated, you will fly around the course at an alarming speed, but this causes your engine to overheat and you must wait for it to cool down before you can hit it again.

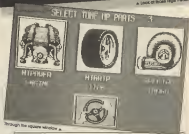
The graphics are very good and very fast, but it is in presentation that completes the game. Every option is graphically brilliant, and if I didn't know better I could have sworn it was an Amiga game. Soundwise it is also excellent, with several different original tunes blipping away during the selection screens - lots of digitised voices and car sounds included.

Probe has done its best conversion yet. US Gold has released its best licence. And I, the humble reviewer, have just experienced the best racing game!

99



A look at the legal threat



Through the square window



98%

A sports gal, golf is mighty peculiar. Human in intellectuality, disguising facts and jumper wings, long stick, long stick, his small round ball, small round ball flies

CHAMPIONSHIP GOLF

Title: Championship Golf
Supplier: D&H Games
Price: £9.95 Tape

through the air and lands eventually in a small dark hole, all for the sake of time and pleasure (and large, very large amounts of cash).

Championship Golf is the first game, to my knowledge, to accurately simulate a season of professional small ball hitting. Sure, there have been others that attempt to capture the feel of the game, and even some that have succeeded (Leaderboard, for instance), but where are the long-term managerial qualities? In the nineteenth hole, no doubt!

And so D&H's new jobby breaks new ground, but it's a ground that could turn out to be a rather boggy swamp! I hope not, because CG is a vibrant effort and one that had me gripped for hours longingly who says:

Good! will be severely dealt with. (D)

The gameplay is surprisingly simple (even more so than the D&H fairly wins). You are a golf star of the future and, using menus to select certain actions, you must become the world champion and biggest money winner. There are only a few options to select: practice, bunk, test tournament and sponsorship, bring the most important, and then it's onto the match. You can enter minor (recommended for the untalented golfer) or major tournaments and you have ability levels in four of the golf disciplines:

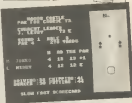
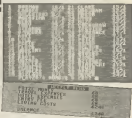
bunker shots, chipping, driving and putting.

You can practice and build these up to a limit of ninety-nine, although when all four are at their best you are still not guaranteed success. The tournaments carry different payouts and different entrance fees, so you can only enter those that you can afford.

Being a club is a major factor (well it was for me!) and if you choose the right golfer to bet on at the right time you can be very rich indeed.

The game has three skill levels and it takes hours of dedication to go through a season. There is the ability to save games and load them in at a later date, and this would really need to be employed as Championship Golf is not one of the faster simulations you may come across. This is its major fault, but if you're as patient as I am you will find a very rewarding 24 hours ahead of you.

Championship Golf is the Football Director of golf, and seeing as Football Director is one of my favourite games of all time, my words should be carefully considered. AM



PRACTICE	
1. DRIVEN GOLF	92
2. CHIPPING	98
3. PUTTING	40
4. BUNKER	28
5. OTHER (NOT BUNKER)	

82%

SPORTING TRIANGLES

A quiz about 'Sportingness'?

Title: Sporting Triangles

Supplier: CDs

Price: £9.99 Tape, £14.99 Disk



The game of the TV programme, and just like the show, it's an adequate but sadly dull little item.

Sporting Triangles is a sports trivia quiz that can be played by one, two or three players, or teams with computer opponents of varying abilities, available when necessary. You initially select one of twelve different sporting categories as your specialist subject and have the option to set any length of time limit for answering.

The game consists of seven different rounds and these are basically the same as in the original show. The first two rounds are Standard Question rounds, with each player getting a single question in any of the three players' specialist subjects, or general sporting knowledge. There's two points for the correct answer, but it's one of those games that let you enter whether you were right or wrong. It's therefore very easy to cheat, and win, every time! (I wondered why you were so good at it.) And the next round is the first

Six, where you get six questions to guess the answer after being given clues of increasing obviousness. The quicker you get the answer the more points you get.

Then there's more Standard Question rounds followed by the 'Know Your' round. This is very similar to the 'Hot Six' section, except you get a slowly revealed, and virtually indecipherable, picture to help you, rather than a series of written clues.

The last round is best of five, a buzzer round where the first to hit their button gets to answer a general knowledge question. Get it wrong and you lose points. Obviously the eventual winner is the player with the most points at the end.

It's reasonably good fun to play, but there's little in the way of graphics and sound to make the game exciting, and if you fit into sports trivia, you could buy a quiz book for a lot less than the game.

The game is thoroughly bland, the sort of game with no real purpose, that still makes for reasonably enjoyable play. It's not bad, it's just not worth the money.



I bet you only & money that the one in the middle is a board.

50%



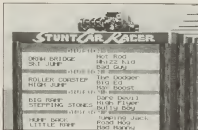

ACTIVISION

crack



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downright hair-raising. You can practice on any of the circuits but the real object is to race against the computer-controlled opponents and progress through a league structure. There are four divisions each based around just two of the eight circuits and you have to compete against two other drivers for a total of four races each season. The driver with the most points wins promotion to the next division, taking on more difficult circuits and more competent opponents. If you can manage to be Division One Champion, this means you can gain access to the Super

STUNT CAR RACER

Title: Stunt Car Racer

Supplier: MicroStyle

Price: £14.95 Disk

In the year 2008 Formula One Grand Prix Racing has been banned for the past two years ostensibly on the grounds of safety - and now

the World's top racing drivers compete on the spectacular and dangerous Stunt Car circuits. At least this is what it says in the introduction to this rather

splendid little driving game from MicroStyle.

There are eight different circuits, ranging from the reasonably straightforward to the

League. This works along exactly the same lines as the other leagues but you get a faster car with better acceleration and braking.

Just how much faster the Super League cars are I never even got close to finding out (since as with so many of these racing games, it is practically impossible to win even one race). The opponent always shows up in front of you and if you can even keep him in view you're doing well. One particularly good aspect of this game however is that at least on the easiest circuits, it doesn't take a lifetime to practice to be able to complete the course without crashing. It might be really hard to win, but at least you can actually finish the race.

The controls are very nice. You don't have to keep the joystick pressed forward all the time, since



¶ A mile cooler of a game.



once you've reached full speed you will automatically stay there unless you brake. This also allows you to take advantage of the auto alignment feature, which means that on straight sections of the track you will automatically keep on line, only having to worry about steering at corners.

If you do manage to crash there can be some quite spectacular ones since most of the circuits are elevated some way off the ground and you spin and fly through the air on your way to your doom. Still, a crane will undoubtedly winch you back up onto the circuit to carry on your fly now pointless pursuit of the opposition.

The graphics are really very good with a nice 3D effect and some quite convincing looking cars and things. The colours are sensible, the sound is good and overall it's a very good, very complete game. Fantastic.

■

Is that a car I spy in the distance? ■



▲ Rev that engine! See that behind! Watch that crash ahead!



¶ Bang, bang, only, only



80%

POST APOCALYPSE



Welcoming in the only letter
column hosted by a gun-
wielding, post-apoc
madman. Here he is: "The
Chaos with the Minus" The
Name of the Machine: The
Apocalypse himself!

Grovel, Grovel

I have recently read an article in the trade magazine Computer Trade "Weekly" that suggests that YC is to change dramatically. I would just like it to be known that I support you in every way. The C&A games market is one that has been very well supported by magazines in the past, but as we approach the nineties, everybody seems to be changing direction.

Drop a becoming more Amiga oriented (and aimed at an even younger market than before). CU is moving away from the 8-bit Commodore as a terroscopic toy, and CC has never really catered for the C&A gamer. Your Commodore, on the other hand, has been gradually realising that the market out there is very strong, and will continue to be so for quite some time.

I also commend you on the decision to put a cassette on your cover with three games on it (no longer will we have to contend with stinky Space Invaders, boasting about their retrospective rags Philip Sharpe, Glasgow).

P.S. Audio, what a great piece of software to start off with. The only prob is I don't get to use the Phoenix Buster (T&E) yet...

Plutonium Mega-Death

Having been a regular reader of YC for a goodly number of years I note with some interest the recent changes to the mag in the past. YC had other some time ago the content of the mag just right, viz, computing hardware, tech tips, education, etc., and kaffy games/ reviews (being the lowest priority in my estimation).

Not only has the for spine gone (an ideal method for identifying volumes) but also a change of content, with the emphasis being on reviews, games and features.

Also, why are you covering the Amiga when AH&S produces (I) a mag just for this machine. Please remember that there are serious users out there in consumer land and really some of these imaginative

improvements.
Vaughn: *After
Hampstead* *Issue*



AMIGA - The International
Magazine

PA: Vaughn, I'll admit I never gonna forget that there are 'revels' users out there, and the sooner I can round 'em up and fill 'em with more tales than the cover layer in the year 2000, the better.

16-bit Boyver

I've recently dwelled on the idea of upgrading my humble C64 to a 16-bit machine but I don't know if I would rather go for an ST or an Amiga. Can you help?
Tom Hooper, Norstant

PA: Can I help? Of course I can't bloody *elp* - what do you think I am a technical genius? Anyway, aside why the old shoebox, it's got years ahead of it!

Chrissy Capers

Now that Christmas is nearly upon us, I would like to know what games I should be taking home for

I think Ghostbusters II would be a good one, but my brother reckons that we should plump for Power Deth or Turbo Dumin. Please help us to make our minds up.
Pete Smith, Manchester

PA: All of dem games sound good, but my favourite Christmas game is

where I polish off the Turkey, polish off my mini-bacones, and then polish off the Carol singint!

By de way, Santa don't exist. It's just yo Dad dressed up in a jolly red sweater and cotton wool stuck to his face.



AM: Ghostbusters II, play it while you wait your postings!

Alternative Comic

I'm just writing to thank you on the inclusion of a regular Comic column.

For years I've been collecting Marvel, DC and 2000ADs, and no magazine has bothered to cater for the gamers who have other pursuits. One question though, who is Stuart Green?

Eric Hopper, Dorset

PA: Stuart Green is a doer of 'Speakeasy', Britain's premier comic magazine, so he knows what he's talking about.

Games, Games, Games...

Are you, of YC, going to be doing a readers' awards scheme this year where we get to pick our best games of the year? If so I've included a list that should get people to do likewise.

Best Arcade Game - Phoenix
Best Arcade Adventure Game -
Swordin The Movie
Best Arcade Conversion - Dynamix
Dux
Best Sport Game - Kick Off
Best Company - Activision

I hope this helps.
Tom Unfield, Leeds

PA: Yep, there's nothing quite as frobbing as lists, but the list we decided to do is awarding anyway! Now!

Well, I think that's about it anyway! If you've got something to say to the rest of the YC readers, and you don't feel like sticking your two fingers out of yo blue Cornia or em drop us a line and I'll do me very best to slag yo down.

The address is:

Post Apocalypse,
Third Road Heap on the Left,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST

See y'all and don't fail in a bucket of piss. It rains ya best studded posing pants...



ALL CHROME AND BIMBOS

AT's Larry Roberts



THE TIME: Sunday, 22nd October 1989 - a blustery afternoon typical of the British autumn
THE PLACE: A huge thing called Earls Court, with 'Motorfair 89' splattered all over the walls
THE CREW: A lone photographer and myself
ASSIGNMENT: Check it out, will ya!

It isn't right, the London Motor Show has been and gone for yet another year, and yet again the public turned out in droves to gawp, sniff, and ogle at a collection of 6,000 four-wheeled things which the majority of them couldn't possibly afford.

It was the British car industry which captured all the headlines this year through - with the Japanese pre-occupied with their own show in Tokyo, here was the ideal opportunity for the union jack to take the limelight and plant it firmly on Europe.

And they did so with gusto. The Lotus Elan, the Rover 500, Rover's new 200i Vauxhall had the Colibra Lotus Carlton and Cavalier 2000cc, Jaguar's XJ, 4.0 and 6.0, the RS V12 were in evidence, and even Ford got in on the act with the UK debut of the Fiesta RS2i. Land Rover too had the Discovery and Range Rover Vogue ready for all to see. And the foreigners, especially? A couple of new Mercedes (including the sporty 3000) Honda's ACR, Nissan's

4 A sparkling Mini 500



aj & money like off the road number!



aj & money like off the road number!



aj & money like off the road number!

aj & money like off the road number!

aj & money like off the road number!



aj & money like off the road number!

proved to be the Lotus Elise. Lotus first new model in well-nigh 14 years now made an impression on an awful lot of people. And at £20,000 it's almost affordable too. Quite frankly it left me cold, maybe. If Lotus will let me have a go. Truth be told, with an auto-designed turbo engine, the motor puts out 165 with every big horse club trip with ease. The conventional aspect of the thing is the front wheel drive with ease. Lotus off-road is little? Not really. We think it's fulfilled the three 90s. 90% of customers can use 90%.



Here's the Eldorado! >



> Porsche - sounds a lot like magical machines



> The Lotus Elise, nothing like a Type

of the performance 90% of the time. I'm tempted to say why not try it for yourself, but at twenty grand you'll be forgiven for passing on that.

Taking on the foreign supercar monopoly is Panther's new Solo - for 40,000 you too can drive what is arguably one of the most attractive vehicles on the road - the Panther Solo combines impressive power (304 bhp) with incredibly road handling so devious that the car is beautiful from top to bottom inside and out and if you haven't guessed already I want one! But said there's a healthy warning for this one - Panther took a wrong turn a few years back when trying to run before they could walk, and the result has probably upset a few people. It'll be smiles everywhere though when it's parked outside the door.

With a (claimed) maximum speed of 150+ mph and 0-60 in 5.6 sec, there are very few cars on the road today that'll leave this little baby at the lights. I was impressed very impressed, although the point price of the show may have put a few people off, Panther's joke or no Panther's joke.

Sell with those ones of 'ohh' 'ohh' and 'mud!' Panther's latest the 340ti weighed in at a mere 654.500 - with a body that was very low and very side - the 340ti has excellent pedigree - and there's no reason why the offering should be anything but up to the mark. It was pretty to look at if somewhat on the aggressive side in terms of styling.

Back to Brink now with the Raiton - based on the Jaguar XJS this monster was the latest 'William Town' creation and one of my personal faves to boot - more later but don't hold your breath to get hold of one - £88,790 at your local RCH!

The other big money award goes to that old faithful Rolls Royce! The newest designs will still have you digging into your pockets after the first £400,000 - a life of luxury never came cheap for anyone, did it?

The Germans made their presence felt, with the new Mercedes 300SL. BMW had the 21 roadster on their books too, though the much-awaited 850 was conspicuous by its absence! Oh yes, Porsche saw fit to show off their wares, including the 944 Turbo and 911 Carrera 4 Cabriolet, the midsize roadster hasn't left them yet. Also curiously I think I saw one of them two-wheeled things on the BMW stand, shurely shame machine!

Returning to Earth once again, away from all the glitz and glamour, by far the most interesting features of the show were those stands choosing to peep into the history books - in association with the Sunday Express, the ultra-speed 1964 Showbrought a smile to the face of just about everyone who could remember that far back - there were lots of fans around 25 years ago, and being read on cars is a fact that's never gone out of date.

Brooks is a name that many people won't be familiar with, they are a new company specializing in the auction of collector's cars, launched earlier this year. This is one company that knows what it's all about. Their master stand carried no less than £1/2 million in their very first auction. The stand made the show for me, and my companion was at pains to drag me away from this one, and I will make it back a couple of times. For a few all-too-quick hours I honestly thought paradise had paid me an early visit. Gorgeous. Loved it!

For those unlucky few who couldn't make it too the Motorfair there's always the Motor Show at the NEC Birmingham next year, where the likelihood of more surprises is quite high. Make it a date!

BEST OF THE BUNCH Panther Solo and the Raiton
BEST STAND Brooks of London
BEST BANGS Hyundai and Mitsubishi



Put the limiter to go down the streets for it!



HACKATAK

Yes folks, it's Hackatak time again. No game is too big for the gamesmaker Kik. This month find cheats, jokes and guidance to help even the worst games-player crack those impossible games. Anyway, enough of these frivolities and on with the tips.

Having trouble with the new system 3 game, **TURBIE**? Leave your coss behind as we go on a guided tour through the first level.

First, you will need to find the **GUN**, **ACID BOTTLE**, **WATER BOTTLE**, **AMMUNITION** (this is found in the **LARGE BOX**) and the **RAPPS**, all of

which can be found in the desert.

To fill the water bottle make sure you have the bottle-and-water bottle showing in the object/weapons display. Now find a cactus, stand left or right of the base and stab to refill your water supply.

Find the cave entrance and enter it. Once inside the cave enter the first small cave entrance you see. Inside should be a chest which can only be opened by punching or kicking it. Inside the chest you will find a book which tells of the task awaiting you. Find the pool of water. Here you will see a crocodile kill it with your knife. Now enter the end cave past the pool of water and pick up the gold nuggets and

the machete. If you use the book while standing in front of the wall all the screens in level one will be shown.

Leave the cave section and use the machete to chop down the bushes. Keep walking right (avoiding nooses), you'll now arrive at the end of the level where you will see a giant slug. Push the acid bottle onto the chains that hold the slug; pressure and this will release him. If you feel mean you can shoot the slug and watch the effect it has. But you cannot kill it. To finish level one leave the screen by the top right corner.

Perhaps someone could send in the rest of the solution?

Licence To Kill

Reset the computer and enter the following code:
 POKE 5448:173:POKE 11355:173
 Unlimited lives
 POKE 13494:173:POKE 133594
 173 - Unlimited bullets

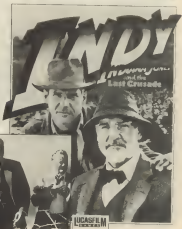


Indiana Jones And The Lost Crusade

A rather nifty reset code for this nifty game. Load it up, reset the computer, enter the code you want and Bobs your uncle! POKE 32552:173 - Unlimited lives
 POKE 37255:173 - Unlimited whips
 POKE 35756:173 - Unlimited torches

975:32092 to start the game
 And for those poor people not lucky enough to have a reset switch, ACHUL MCCOY I'm too good to you for

Hold down the key F15 H to activate the cheat mode, use keys 1-5 to wop to different zones on the current level, & to advance a level



Phobio

Here's a quick tip for the very hard shoot-'em up. At the end of the game ignore the Flewud Tape message and leave it running to load the next level.



The Real Ghostbusters

Rather familiar cheat this: when you die do not rewind the tape, let it run to load the next level with maximum lives and laser power.



New Zealand Story

Nick Parrow tells me that holding CTRL and LEFT-ARROW will allow you to advance a level, so that you will have to fight the end of level 1 monster.



Altered Beast

The C64 version of the game has no continue game option so to make things easier select a one player game and play until you are just about to lose your last life. Now quickly whip the joystick into the other port and press fire. If you have two joysticks then use them, as if you need telling! Using this method gives you twice the amount of lives. Cor blimey gurnal!



Batman The Movie

Finish level one and load up stage two: get killed, ignore the rewind tape and leave the tape playing for mega lives in the last sections of the game. Wow!



Well, the curtain falls yet again on another Hackstack. I hope you will join me next month for another tip filled page. If you think you can offer some advice, maps or points on the latest games then send them to me, and you could win some of the latest software! To us.
Rob Porter

HACKSTACK



Sch. Well, that's what some people call me. Just because my idea of a dream holiday is two weeks down Southend sea-front on a continuous diet of veg and chips. Just because I'd rather spend an evening playing pinball than go four rounds with Samantha Fox. Just because I'd sacrifice my left kidney to be able to persuade all coin-operated equipment to work for me without dropping in the currency. Sick? Heeeyaaa. Deranged. Insane. Unbalanced. Disturbed. Lousy and ready to go lunch - well, maybe.

NEON ZONE

Just a little better for you - as it's my life's work to play every video, pinball and electronic entertainment in existence in order to sift out the wheat from the chaff and save you a whole lot of headache and lost pennies... down here in the Neon Zone.

With the 1990's looming before us, arcade are getting more and more fun than ever before

compared to home computer games. The reason for this is simple. Once you've bought your own home computer (and shelled out a fair amount of money for it to boot) you are stuck with it for a number of years. And it's the same for the hardware manufacturers. Once they've gone to the effort to design, manufacture and market a machine, they aren't going to rush

ST.U.N. RUNNER

out and replace it with another super lobby machine the very next year.

Arcade manufacturers have no such limitations. Every time a new PCB game is designed, if they desire, they can completely alter the hardware configuration of the board, making into account new advances in chip technology, straight duty. Hence a lot of the new games, *Hard Drive* for instance, or the superb *Winning Run*, have loaded memory, custom processors and two-68000's (the central processor in the Amiga) chugging away to produce all those fab effects.

The fact was, in the beginning of home computing and video games, the hardware in the current home computers was comparable to the configurations of the latest coin-operated games. Defender that Williams classic, fired up a 6800 and had a 6809 chip controlling the action. Now, however, the top-end coin-ops are pulling away from the top end of the home sector - fast!

ST.U.N. Runner is a good example of the extraordinary computing power being used to good effect - the latest from Acorn Games. This is very much a follow-up to *Hard Drive*, in that it uses filled polygon techniques (the Machine Software's *Center Command*, but boy does it go far).

Originally intended as a direct follow-up to *Road Blazer*, this has you controlling a speeder along different race tracks, up against a set time limit and opposition that has an annoying tendency to get in the way.

Controlled quite intuitively by a 'yoke' kind of joystick, it is an exhilarating experience as you rush

along open sections, then move right up onto the sides on the tunnel sections, using the techniques that speed-ster drivers use for optimum speed: taking the outside line on corners so you're almost perpendicular to the surface of the track to gain momentum.

There's tapping involved as well, of course, as you seemingly fall down the track, you can blow away (and get points for) the slower blocker vehicles, although there are indestructible block clones that you have no alternative but to avoid.

This endows *ST.U.N. Runner* with a feel like being inside a motorbike) and the feel of the game itself is very similar to one of the first - and arguably the best video disc games which was called *Star Porter*. It's a tribute to the programmers involved on the ST.U.N. Runner project that five or six years on they've been able to emulate that kind of exhilaration in software. Highly recommended!

Next a courtesy tip, however, that points to the fact that throwing large amounts of technology at a game doesn't always make it a good one. Now Capcom, about a year and a half ago, brought in new CPS system onto the streets, with a game called *Forgotten Worlds*, this CPS system was a generic motherboard that Capcom had spent a whole lot of time and money developing the heart of which is a couple of custom chips that our perform just about anything else on the market.

Forgotten Worlds was a great game (and most of the games released using that system since

then *Ghouls 'n' Ghosts* (the follow-up to *Ghosts 'n' Goblins*) *Wilder Dynasty Wars* and the most successful *Strider*, have all been pretty good. Now we get the latest of the lot, *UN Squadron*. And boy is it bad!

Due to the power of the CPS System, you have huge numbers of very colourful, massive spaces rushing around (or breezedeck speed) the thing is, it's tedious beyond words, horizontal scroller that is about as exciting as a five year game.

The plot for what it's worth has you initially choosing a pilot/pilone combination, each with slightly different firepower and handling characteristics. The choice: A Japanese flying a Tiger Shark, a Turk flying a Bomarc, and a Dutch flying a Thunderbolt. Truly an international selection, blight! International reputations earned to the teeth, but one involved somewhere, but even though it looks pretty, you soon find yourself dropping off as you tirelessly blast away. Come on, Capcom! You have the technology - make it and use a bit of imagination!

Now here are some boys that know how to put together a horizontal scroller. I like them. Standing for innovations in Recreational Electronic Media, this company has been quietly getting on with it for some time, producing nice games like *Dragon Breed*. These

newest X-Multiply does nothing radically new, but the thing grips you with its playability and intriguing graphics.

One of the first power-ups you get gives you three tentacles that move around in response to your movements of the ship, and you can fire from them. The effect is spooky! The game itself—horizontal scrolling, collect power-ups and mow 'em down, based on a scenario inside someone's body!

Why is it such fun when the technically superior UH Squirrel is not? It must come down to playability and play testing. All you can say is that one is a great blast while the other is a heap of doggy-doo. And who said there was no mystery in the world of electronics?

Finally, up front off the main is offering, it looks like shooting games are about to undergo another reveal, after a very short respite during the summer of this year.

The phenomenon that was Operation Wolf from Atari was followed up (unsuccessfully) by its two player Operation Thunderbolt (Sternwhele). Still, come up on the inside with a very playable two player shooter called Mechanized Attack which was well received and did very well for itself. Now Stern have gone one better with Bear Buster—a three player one between Mechanized Attack and Splinterhouse. Splinterhouse? That's a Namco game that has you taking on the character of a maniac wearing a hockey mask who, meat cleaver in hand, takes on all sorts of sicko bosses. Particularly suited is the scene that has you fighting off a scumful of puke-green maggots. Kill them all off and you are a corpse floating by its neck in the corner. Odd. Then a last maggot bunks out of its stomach and latches on to your neck. Yuckful or what?

Bear Buster has you (plus up to two pals of course) blowing away assorted goals and unsavory types which dipel into piles of goo when hit. Then you get the end of level nasties: like a huge worm with razor sharp teeth. Not a game to play after a good lunch.

And now at last Sega has entered into the shooting gallery bloodbath with a two player game called Line of Fire. Still at prototype stage, it features great graphics and sound, its play is inspired from Sega with you supposedly progressing around a fixed track on the back of



This country's going down the tubes. A.



▲ STERN Buster, calls release diseases, not the "Chompy" (Carnal) "Buster", but it's a simple, fun, hand-drawn arcade machine!

a jeep, blasting at anything that moves. I must admit I don't like these sort of games, but for those of you that fancy joining the gun club, this one is going to make you very happy indeed.

That's it for now—next month detail of the long awaited follow-up to Chase HQ: Special Criminal Investigations. Till then give the aliens hell—and if you're playing pinball, don't press both flippers at once, will you?

John Cook

ATARI®
GAMES



TURBOcompo



can almost feel your joyride throbbing with excitement as you prepare for the month's mega competition. US: Good, the company behind the smash arcade conversion Turbo Out Run, is letting you in on the action with your very own Out Run mini arcade machine worth £45. Five lucky winners will soon be leaning up the track in the comfort of their living rooms.

For those not lucky enough to win the machines, fifteen copies of the game are on offer along with ten posters and fifty badges.

To get your mitts on one of these fabulous prizes you must draw the driver of the future: complete with gadgets and everything else needed to deal with persistent road hogs. As an added bonus the first five winners will see their creation in print (and in full colour).

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TECH TIPS

Dear YC,

I have recently purchased a second hand Commodore 64 computer and am very happy with it. However I do have one problem loading games.

I have purchased a number of games from my local computer shop but have been unable to get any of them into my computer. I follow the instructions on the cassette tape for loading on a Commodore 64 but it never seems to work. Everytime I try to load a program I get flashing lines on the screen and sometimes get a loading screen. Sometimes my computer suddenly restarts as though I had just turned it on, others the tape reaches the end but my computer just sits there and looks at me.

Can you please tell me what I am doing wrong? I know there is nothing wrong with my cassette recorder as I have typed in a program from the instruction manual, saved it onto my own tape and then loaded it without any problems.

James Sutton Birmingham

Dear James,

It sounds to me as if it is your cassette recorder that's up to the creek even though you seem to think that it's OK.

You no doubt already know that a cassette recorder uses a small head to read and write information on your cassette tape: exactly the same as your personal stereo or Hi-Fi. This head should be at a right-angle to the tape that is passing in front of it in order to read the information stored. It is possible for the head to move away from its right-angle position: when this happens information passing in front of the head may not be read correctly. Information that you save to the tape while the head is out of its correct alignment will be read back. In without any problems since the information will be saved to the tape at the same angle as the head.

Since commercial tapes are produced to a very high standard on equipment that is checked regularly the information on your bought cassettes cannot be read by your misaligned head while information that you save can.

So what should you do about it? What you need to do is get the head of your cassette recorder back to its correct position. You can do



this yourself using a small jeweller screwdriver and a bit of patience.

If you take a look at your cassette recorder you should find a small whistle in the front panel. If you put a cassette into your recorder and press play, you will be able to adjust the speed by turning the small screw visible through the hole mentioned. BG-HCI run into screw unless you are sure you know what you are doing. I suggest that you make a small pointer and stick it into your screwdriver so that you can return the screw to its correct position if you can't improve the looping.

A number of commercial products are available that will help you align the heads on your cassette recorder with ease. I have used the *Dassette Doctor* program from Telagic with considerable success.

Debi YC

I just love playing computer games but it's a BG but I'm totally useless at them. A number of magazines and I believe that you are about to start print checks for games so that you can get extra lives, more fire power etc. Many of these checks require that you PCMC certain numbers into the computer so that the checks start to work. Unfortunately I have never been able to get any checks to work as I can't not clear how to go about it. I have tried entering these points before I load the game but they never seem to work.

What am I doing wrong?
Paul Simmonds (Brixington)

Dear Paul

In order to enter any PCMCs into a game you must have some sort of reset switch attached to your C64 so that you can break into them AFTER the game has loaded, not before as you have tried.

The simplest reset switch, and one well worth having, is attached to the RESET line (pin) and GROUND (pin) on the user port of your C64. All you need is a simple push to make switch attach to the pins mentioned and hey presto your very own reset switch. If you don't feel up to a bit of home electronics then try and find someone who is. Should you ever enter the mystical world of machine code

programming then you'll find a reset switch invaluable.

Unfortunately because of piracy most computer games are protected against a reset switch. However, there are a number of commercial cartridges that will allow you to reset just about any game. My personal favourites are the *Expert Cartridge* and the *Justice Replay Cartridge*, although the *Power Cartridge* offers a reset facility and a host of other features at a much lower price.

Once you've reset your game you should be able to enter your PCMCs with ease. Some cartridges even have built-in monitors that allow you to enter your cheats without having to return to BASIC.

Dear YC

I have been typing in a rather long program from one of your earlier magazines *Lady Bug* (June 1983) and every time I try to run it I get an error message appear. The message says 'Syntax error in line 1000'. I have checked this line over hundreds of times and I can swear to you that there is no error. Please tell me where I am going wrong before I go completely mad.
F. Carter, Begginswade, Here

Dear Mr. Carter

This problem is as old as time itself. What you must understand is that when an error message appears, it does not necessarily mean that the error is actually in the line mentioned. Having checked on the program in question, it is quite obvious that you have an error somewhere outside all your data statements. The error message points to line 1000 because that is the line that is PCMCing the data into memory, and it is trying to point to illegal values. Check your data statements.

Dear YC,

I am fairly new to computing having taken it up as a hobby after retiring from work in August of the year. Although I am still fairly active my powers of learning have obviously gone. The main problem I have is this. If I want to make a loop within a program, for example FOR A=1 TO 20 PRINT HELLO BA, according to the manual I should follow this with NEXT A. So why do I often see in listings the following FOR A=1 TO 20 PRINT HELLO

BA. NEXT (with no A, B, P, T, Connelly, Worcester, Here)

Dear Mr. Connelly

This is one of those problems that isn't really a problem. In effect both of the above statements are right. However, some would say that you should put a variable after the NEXT statement. By doing so you make your program more readable, especially if you have a lot of nested loops. The drawback of course is speed. If you leave the variable out after the NEXT, the computer assumes that it is still in the same loop, therefore it saves time. Basically it is a matter of personal choice. I always leave the variable off.

Dear YC,

Quite often I type in programs from books and magazines that contain masses of data statements. Sometimes the data statements are at the front of the program. Sometimes they are after all the other instructions. Quite a lot of time there are a lot of ' within the data line. A friend said that by putting the data statements at the front you can have time 'why is this? Also what do the commands stand for? G. Hildray, Bedford, Beds

Dear Mr. Hildray

Your friend is right. If you have lots of data statements it is usually best to put them at the front of your program. The reason for this is quite simple. As you know, because BASIC is an interpreted language, after each instruction it has to go back to the start of a program and virtually read everything back until it comes to it a place again. By putting the data statements at the front of the program it means it does not have to travel as far before reaching where it left off. (I hope this is clear enough for you to understand).

As for the command in the data lines, this is a memory saving trick. When BASIC is READING data and it comes across a " the READ statement assumes a zero, or null, for storage. Therefore the instructions:
10 FOR A=1 TO 10
20 READ B
30 PRINT B;NEXT
40 DATA 2,4,5,7,3,4,4
would produce 2 4 5 7 0 0 3 4 4.



FORWARD MARCH

Bob Meier, the man at US Gold responsible for pushing strategy product, once said: "The strategy games market has never been so buoyant" and he ought to know. Hence, in this column I will attempt to keep you up to date with what is happening in the strategy and simulation markets.

Strategy is a genre whose borders are becoming more and more blurred. Whether one is happy enough with traditional war games, many arcade games are getting a healthy dollop of strategy to enliven things.

One thing you notice about the strategy specialists is that all the company titles have three initials. We have SSI, SSG, CCS and P&S. SSI has been releasing wargames freely based on the board wargame tradition for many years. It is by far and away the most successful company in the market and has several products which are due for release in the near future. Storm Across Europe is a grand strategic level recreation of WWI with quarterly turns. This appears to borrow several ideas from one of my favourite board games, Hitler's War, one of those near perfect designs which, while not achieving the epic realism of such games as Third Reich and Dong Nhat Doan, managed to transmit a wonderful sense of atmosphere and you could get through the game in an evening.

SSI's Overrun promises to bring the highly detailed and very popular Patton Strike tactical system right up to date. Battalion level forces are commanded in Europe and the Middle East in near future conflicts (let's hope not the very near future). The Patton Strike is one of the best tactical systems around going down to the level of individual vehicles and squads. It owes a lot to the best table top wargame systems and uses the computer to take the hard work out of calculating the effects of such things as morale, command control, airwaves and target fading. The computer also comes into its own when restoring the 'eyeballs in the sky' syndrome where the table top general can survey the whole board. In this system the computer handles all the hidden movement and visibility calculations so that only units you could really see appear



on the screen.

SSI also has another board gaming mainstay up its sleeve: a Napoleonic battle system. 'Battles of Napoleon' gives you a whole bunch of famous battles to relight or you can design your own. The company also has something called 'Demon Winter' under development which seems to involve a lot of battalions, thieves and wizards, so I don't suppose you'll want me to go into all that. SSI is also continuing to release Advanced Dungeons and Dragons products. I know the game system has a great many devoted followers but I'm not one of them.

SSI get the attention to the strange claim. Roger Reeling and Iain Four started this company out of a passionate interest in wargames and simply thought they could do better than SSI. All from the unlikely setting of Australia. In my opinion they have succeeded. My personal favourite is 'Raid' for the first one of the few games in my collection that I will play again and again. It is based on the board game 'Sellar Conquest' from GDM (now Innis). Four players (human or computer) contest a stellar cluster in a game of strategy, subtlety and ruthlessness. Players star colonies, produce ships, planetary defences and invasion forces. They are constantly faced with make or break decisions about investment, construction and tactics.

SSI prides itself in producing tough computer opponents with its innovative artificial intelligence

system. The company also likes to emphasise the importance of dexterity command in all its games. In 'Battles of Napoleon' twenty miles away positioning the battalions.

SSI products are available through Electronic Arts in the UK. It supports its games with a regular magazine called 'Run 5' which often contains extra scenarios to support the 'Warpoint' scenario design system which most SSI games contain. Speaking of EA, although not big players in the strategy field any more, they did produce two of my favourite strategy games: 'Mule' and 'Action'. These are both classic strategy gems from years ago. 'Try calling very nicely and I'm sure the company will flag you a copy from their back catalogue.

Finally Microhouse has dabbled in the strategy market from time to time although its primary remit is the simulation field. With the purchase of Telecomputer it acquired a reputation for producing arcade/strategy games such as 'Tracker'. It will be releasing two such games under the 'Arcade Edge' 'Epoch' is an intriguing title which involves MacGuffin going on in a medieval court. All the trappings of economics, conquest and diplomacy are included with a spritz of Final Flyn stuff thrown in for good measure.

'Carrier Command' is still coming soon. The game is substantially different to cater for the machine's well known dislike for handling

vector graphics and 3D filled polygons. Let's hope some of the strategy bugs present in the other versions have been sorted out this time.

'Mike Singleton' is a name which needs no introduction for strategy fans. Although the final part of the 'Lords of Midnight' trilogy never turned up, its next release should make up for it. 'Starlord' is the long awaited home computer version of the very popular play by mail game (which was - or perhaps still is - available on Minitone). The number of players has had to be cut down a bit to a mere ten rather than the dozens involved in a P&W game. These can be human or computer opponents.

The idea is to conquer planets, build up forces and eventually take on the Imperial Forces at the galaxy's centre. Once there it is a simple matter of tapping all the other players who are trying to do exactly the same to you. Diplomacy alliances and double dealing are the big things about 'Starlord'. I suspect that people will get the hang of the game mechanics, playing the computer and the Royal Mail will then receive a small fortune with data disks whizzing around the country to people play by mail on the cheap (compared to shelling out £150 a turn as it used to cost on a miniforum). Microhouse are promising an arcade shoot 'em up element, but I do hope this can be disabled or I might prevent it being played by mail.

Lee Padden

FLAME ON

First I must apologise for the non-appearance of *IntelligentMcCarthy's Skin* in *Crisis*. After all, how was I to know that some best-selling Sun-reading printer was going to declare it obscene? And that, after I had declared it a highlight of last year in my first column, Asch (the pen-name of a three-month deadline and snafu preview).

You can imagine the scenario: that led to *Skin's* non-appearance—here you have seen this rubbish, here says our literary drinking professor of the Public Good.

Enter stage left: *The Manager*. "Yes George, you're right. It simply isn't the kind of thing we should be putting our name to."

One can only regret that the management of *Flareway*, publishers of Britain's most radical mainstream comic, felt compelled to take the legal advice that said there was a possibility that *Skin* may have been found obscene in a court, and decide to follow their parents' example. *McCarthy* were courted by every trendy mag in London in need of a covering dose of radical comics.

Now, if up-to-the-minute reviews are out what must one do? Maybe now that I am a paid journalist these generous people at *Flareway* would send me on a round-the-set voyage into the world of French comic, *one* *Moebius*?

A European Excursion

Moebius is to comics what your grandparents' Led Zeppelin records are to the history of Rock. It is absolutely fundamental to an understanding of the medium. *Moebius* started bag as artist on *THE* *Teen* magazine. With *Blueberry* he has managed to hold the proud nation of France in raptures for twenty-five years. Started in 1952, *Blueberry* was only finally completed in 1986 as a corollary to the French of millions of

of Appel-Guery, and metamorphosed into one of the great architects of modern sci-fi. Sometimes his pages soar the alien concepts transcending the limits of pen and paper as they tell their universe-spanning epics.

They are populated by other-world characters that seem to be made up from every race, real and fictitious, that have ever inhabited our culture. It's a utopian vision for sure, but like *Star Wars*, or the great superhero myths, you'll believe a man can fly. The *Intel* serialized in three parts over here, tells the story of Everybum John O'Clock as he is led on a galaxy-spanning ride of passage—guest to the center of everything. The dramatic cuts from planet to planet ship to surface, as the protagonists are led onto their final confrontation with the ultimate evil, are achieved with a skill that mommies better and does in equal measure.

In *Open A Door* Set and Alan are forced to land on a flat, featureless planet with only this museum of the universe's transport between them and certain death. The only old "prop" that works is a *Traction* *Green* dating from circa 1936. It is wheeled out from the spaceship's hold over two panels to glide smoothly to a halt on the desert surface of the unnamed planet. It's a brilliant juxtaposition: the old car and that alien desert environment that somehow makes you want to laugh and sigh at the same time. Life is made of such moments.

If you hurry you may just be in time to catch an exhibition of *Moebius* originals at, of all places, The Natural History Museum, where his work is displayed alongside some examples of natural crystal. Or maybe your Terminal Rock could borrow a copy of your brother's *Winter Heavy Metal* to have a look at the *Moebius* computer game.

Thanks to Liz Gray
STUART GREEN

Moebius: The collected fantasies of Jean Giraud 1-6 (Titan Books) £5.95
Blueberry 1 (Titan Books) £5.95
The Jewel 1-3 (Titan Books) £5.95
The Rock Festival, Natural History Museum until March



▲ "It was dirty, nasty. A comic that didn't suit him."



▲ "You wouldn't think it was *Moebius* *Cartoon* under there?"



THUNDER DRAGON



WIN YOUR OWN CAR!

Seeing that this issue is packed full of driving games, car features and stunt driving we thought that it would be great to give away a car - radio controlled of course.

YC has teamed up with one of its sister publications Model Cars and has a great prize to offer one lucky reader. The reader of the first correct entry pulled out of the hat following the closing date will become the lucky owner of their own radio controlled car worth over £400. The car is a Tamiya Thunder Dragon, comes ready assembled and has its own radio control unit.

The Competition

So what do you have to do to win this fabulous prize?

Below you will find the names of five different models of car.

Unfortunately we have missed out a number of letters from every name. All you have to do is fill in the missing letters.

When you think that you know what all five cars are, write the names on the back of a postcard, or sealed envelope, together with your name, address and telephone number and send it in to:



YC - CAR COMPO
Argus House
Boundary Way,
Hemel Hempstead
Herts.
HP2 7ST.

The closing date is January 31st 1990. Entries will not be accepted after this date.

Entries will not be accepted from employees of Argus, Speedstar Publications or Tamiya. This restriction also applies to employees' families and agents of the companies.

The editor's decision is final and no correspondence will be entered into.

The Cars

Fill in the missing letters. All of the names are models of cars.

1) E - C - - T

2) - N G L - -

3) - S T - -

4) M - - R -

5) - O - - E - O



WOBBLY AWARDS

1989

Whoopie! Hooray! It's that time of the year again where we ask you, the ever so intelligent, omnipresent readers, to vote for your favourite C64 games of 1989, and if you don't we'll send round Post Apocalypse to rip your privates off!

All you have to do is send us one nomination for each of the categories and you could be the lucky winner of a copy of the 'Game of the Year' when the announcements are made. We'll be giving ten of them away so get them entries in by the 31st of January, or else it's rusty pliers time!

1. Game of the Year
2. Action Game of the Year
3. Simulation of the Year
4. Adventure of the Year
5. Best Software House
6. Programmer(s) of the Year
7. Best Game Music
8. Best Game Graphics
9. Favourite Games Advert
10. Worst Game of the Year

Send them to the usual editorial address marked "YC Awards"

CORNER CARTRIDGE

In the ever present search
for the ultimate plug-in and
the put the power cartridge
under the magnificent Juss

By S. Wickham

Since the days of caves and first saws, man has struggled to make life that much easier for himself. He invented the so that he could cook food making it easier to eat. Later he invented the wheel so that getting around was much better. Eventually he made himself a computer that would take care of a thousand tasks, thus leaving him with plenty of free-time to pursue more pleasurable activities.

Not content with having this wonderful grey box sit on his desk, bed, top or wherever he might leave it, he decides that he needs something to make using the box easier. Hence the dawning of a new age. The name of this new era: Cartridge Age.

Over the last 4 years or so we have seen many different kinds of these "toolkit" aids appear. Some have come and gone overnight. Some have been with us for some time.

I personally am a great believer in these little pieces of programming wizardry. Though I must confess, it was some time before I actually got round to using them. (Once the gap was made, I wondered how I ever managed without them.)

The latest to come out of the Cartridge factory is a POWER CARTRIDGE from ACS, distributed in the UK by SMOON ELECTRONICS LTD. In case you are wondering who or what ACS stands for, it is ACQUICOMPUTER SUPPLIES BV of Dordrecht, The Netherlands. The mere fact that they are a Dutch based company should inspire confidence. As most of us already know, our European friends tend to be that much better in producing

quality utility software, just like they produce better apartment and women. So what has this latest cartridge got to offer?

There are 3 main areas of programming covered for Pico and likewise there is the POWER TOOLKIT. This is a powerful Basic Toolkit that greatly simplifies programming and debugging. DISK TOOL and TAPE TOOL are two modules that speed up the loading and saving of programs. The commands that are available with these two modules can be incorporated in your own programs. POWERWATCH is an extensive machine code monitor with around 20 commands at your fingertips. It also works in Basic ROM, Kernal and I/O areas, as well as leaving ALL of the computer memory available to you. Finally there is a PRINTER TOOL. A very good printer interface. There are many printers covered for and the moves converting with different printers a pleasure instead of the usual chore.

The cartridge has one other function, which I do not see as a toolkit function, the POWER RESET. This function will be explained in more detail later.

Power Toolkit

The toolkit has the usual batch of extra commands you would expect such as AUTO, OFF, DONE, DUMP, PRIN and RETURNED. These are two as popular that I found very useful. The first being PAUSE. Delays in a program do not now need to be cumbersome to program. You simply state PAUSE a, (where a equals the number of seconds you want to pause for). The second being SARE. By using this statement you can disable or enable the RUN/STOP and RESUME keys. There are 27 toolkit commands providing a truly comprehensive aid in the development of your programs.

Disk/Tape Tool

The disk and tape tool commands are fully standard. Nothing really unusual or outstanding. You can load programs, up to 6 times

quicker using the **LOAD** command or the normal **LOAD**. One little extra feature is that non-compatible compatible disk drives are catered for by two new drive numbers. They are 48 for device 5 and 49 for device number 9. The tape operations are similar but with the addition of being able to **SAVE** up to 10 times quicker than normal.

Powerman

The powerman is once again very useful, but fully standard by comparison to other Cartridges! **Monitor**: There are 17 functions in all ranging from **Assemble** (Disassemble and Compare through to **Register display** and **Wallo**. (It's always such fun to add that my Dolphin DCC monitor does not have a **Disassemble** command!)

Printerool

This is perhaps one of the more outstanding attributes that this cartridge has. It detects whether you have a printer connected to the serial bus or the user port. All Commodore characters can be printed on Epson and compatible printers and the interface allows for many set-up possibilities. You can produce hardcopies of **HRES** and **LORES** screens, not only on the usual serial printers but also catenetics like **EPSON**, **STAR**, **PARASOHC** etc. The **HARDCOPY** command detects whether it's a **HRES** or **LORES** screen that you want to print. A number of sub-functions of the **PSL** command which allow a number of different effects to be set up.

Power Reset

Now we come to the Power Reset. As stated earlier, I do not consider this as a **trickier** function or programming aid. In my own opinion this is really a **hacker** tool. The primary function of the **RESET** is to freeze a program and then save out the whole of memory. You may then select **CONTINUE** from the menu and the program will carry on as if nothing had happened.

When you initially press the **RESET** button a sub menu appears giving you the option to select from:

CONTINUE - allows you to return to your program
BASIC - Return to Basic
RESET - Normal reset

TOTAL BACKUP DISK - Save the whole of memory onto disk. The program may be reloaded later with **LOAD** followed by **CONTINUE**.
TOTAL BACKUP TAPE - As for the above but to tape.
RESET ALL - **RESET** of any program.
HARDCOPY - Print out a copy of the screen. You can return to the program by use of **CONTINUE**.
MONITOR - Takes you into the **POWER MONITOR**.

Final Analysis

Compared to some of the cartridges on the market this may at first glance appear to be somewhat primitive. Unlike some of the products around you cannot **Disable** **Spaces**. **Print** character sets.

Compare programs. Make **tricks** and feel a **junior**. However, what it does do is make the life of the serious programmer (and not hacker) somewhat easier. For its price I would have to say that the Power Cartridge is money well spent.

At a Glance

Title: Power Cartridge
Supplier: Bicon Devices Ltd, 88 Bewick Road, Gateshead, Tyne and Wear, NE8 1RS
Telephone: 091-490-1975



Load it up and save you a lot



Turn your C64 into the most hip thing since flower power, make your friends green with envy, have bright red things hanging out of the back of your computer - Win a Power Cartridge!

Power Up Your Commodore

no correspondence will be entered into regarding the competition. The closing date of the

competition is 31st January 1990. Entries received after this date will not be included in the draw.

Since we at YC realise what a handy bit you are, we thought we'd look good if a number of you 25 to be exact, could really make your computers stand out by having a bright red Power Cartridge plugged into the cartridge port.

So, we started to a very nice man at B.D.L. and he also thought that the best thing that any Commodore owner could have is a Power Cartridge, well he would wouldn't he, he sells the thing.

Anyway, the very very nice man at B.D.L. is putting 25 brilliant red Power Cartridges up for grabs. All you have to do is answer a few simple questions about it.

If you already own a power cartridge or obtain one in the meantime and win another one in this competition, B.D.L. will refund your purchase price. Proof of purchase will be required before a refund will be given.

The Rules

Write your answers to the questions on the back of a sealed envelope or postcard together with your name and address and send it to:

YC Power Cartridge Competition
Angus House
Boundary Way
Hemel Hempstead
Herts HP2 7SL

Entries will not be accepted from employees of B.D.L. or Angus Specialist Publications. This restriction also applies to employees, families and agents of the companies.

The Editor's decision is final and

The Questions

Q1) What colour is the Power Cartridge?

- a) Blue
- b) Green
- c) Purple
- d) Red

Q2) How much does a Power Cartridge cost?

- a) £99.99
- b) £14.99
- c) £24.95
- d) £24.95

Q3) Which connector does it use?
(a) Commodore connector

- a) Commodore
- b) MFM02
- c) Epsom
- d) 1536

Q4) How many buttons does the Power Cartridge have?

- a) none
- b) 1
- c) 2
- d) 3
- e) 4

BOLBOLBOLBI

Biton Devices Ltd Biton Devices Ltd Biton Devices Ltd Biton C





machine

DREAMS

Introduction: What does it mean to be a machine? This issue of the "The New York Times" presents a new way of looking at the world that is not just a

technological bias, not that photography is not a technological art, is given space for what David Chandler Exhibitions Organizer sees as one possibility in photography's future.



▲ David Hockney

Miss Dean 9



He is quick to indicate that the duet of computer and photograph can be problematic. The rhetoric of that combination is frequently hazardous: the outcome is potentially open to abuse. Its significance that some of the stranger photographic transformations shown in the gallery are by advertising photographers. Duplicitly the angle selling them by profession—the same part of their repertoire. The accent is on change: it is on making something fit, something a good for you because.

Actually enough corporate handwork is liable to use anything that lets it achieve its singular promotional ends. It is this that inhibits the joining an artistically and corporately sensitive crew.

Photography has never been perfect. Just as the exposure it has been manipulated to fit the dress of each photographer for coloring in shading and burning in repeating styles, removing subjects. It is been a relatively easy media to alter, abuse, manipulate, sapient, encourage whatever you want. Cut and paste, isolate, extract, odd. Clear and they photo-edges are popular, mystery, adulteration of the duplicity of photography. The equipment made available to the photographer on a field has complemented it with access to



▲ *Clara Gable*

greater sense

Representation has never been exact: see the *Vogue* model, walk by her in the street then see the printed photo; protected woman is hardly the same as the temple of perfectness wearing

The computer grabbing colouring re-shaping and ultimately reforming pictures are another weight and opportunity (it depends how you view it or intend it) on the susceptibility of photography to abuse

But the talk is too gloomy. *Muching Dreams* has the future of photography in mind, presumably the merits of positive genuine one Talking to Nick Holton, the gallery's press officer, this would seem to be so

This exhibition is seminal in intention prophetic, presenting the link with computers as one avenue which photographers will in the future be free to take. The cost of equipment and valuable machine-time, as David Chandler

points out, is enjoining to all but a few of the most prominent commercial photographers

The Amiga presents, at the low end of the market, a more instantaneous, accessible point for artists, photographers and designers. Its increasingly sophisticated digitising innovation has placed it firmly within their reach. Compared to the systems used in the exhibition it is a poor man. The Quartzel G, Pentax, The Sales Image System, The Collin Labo 160, but particularly



Ray - 'The Beauty of Meat'

the equipment at Goldfield.

The Amiga was lent to the gallery as a hands-on demonstration tool close to the advertising section of the exhibition. Visitors to the gallery were able to use its point packages as a practical element to the exhibition.

For the gallery visitors this was a little startling point. Most point package owners will be familiar to a degree with a first try outcome. Some of the photographers felt this themselves trying out this equipment for the first time. Techno phobia was quite apparent initially for someone who has to know the difference between 100 ASA film and a 120 using a

Hasselblad. From a polaroid on a 5 x 4. Visually they knew the effect they wanted.

But at times, most of the work is of synthesis where the spacing and grabbing and superimposition was a natural step. The systems were adaptable to a normal photo methodology of adding, covering, multiplying. 'Mix-a-Mix' the photo plurality of D. Hockney.

With the new materials in place the combination was rapid if not that unconventional. Arguments were put forward suggesting what they were doing could be done anyway. It was quicker (easier and cheaper) than first usual, but not different.

Optima were varied on the compatibility of the two mediums both practically and artistically. One of the initial barriers to be overcome is an artistic one. Media status has always been an obstacle to new ideas. High-end computer graphic capabilities have only been around for a few years so the tension of acceptance has not been given for long. Once the tension is increased there'll have developed a situation of greater contrast between colour photography (taste and white watercolours, oils, etc. Artists and photographers will have the opportunity to promote and familiarise with this new media.

Julian Woodford

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MISADVENTURES



Cedric the
transpotting
barbarian
introduces you to a
column even more
interesting than the
Orient Express'
timetable

Welcome to a new column
in YC, one dealing exclusively
with adventure and role
playing games. Together with
the occasional outpouring from the
wicked and deranged mind of the
author - a transpotting barbarian
called Cedric Bottomf*ware. There

is only one way to kill these
random jottings and that is for you
to write in.

I will be pleased to accept
letters, comments, hints, maps and
ten pound notes or anything else
resembling a letter. In return, you
get the chance to see your name in
print, probably spelt incorrectly and
directed certainly with a great deal of

abuse heaped on you if you fail to include at least a liver. As an incentive, because lazybois write both ways, I shall threaten to (a) let the editor (a lot worse than death) until he opens his treasure chest and coughs up some sort of prize for the best article received each month.

Such is the way of the world: there is nothing whatsoever to review this month so you will have to put up with a load of gibberish anyway. However, because this is the first edition of the column and is a traditional to have some sort of opening offer, I thought that we could start with a modest poll.

Now I know what games I like but what about you? What I want you to do is complete the coupon below, giving details of your top five adventures of all time and your top five role playing games. I will list up both the votes and work out a YC Reader, popularity chart. The person whose list most closely resembles the completed chart will receive a **STUNNING PRIZE!** This will be an original illustration of your truly as seen through the eyes of one of our resident artists. The picture will be suitably framed and sent to the winner so that he or she can show guests or it as they see fit.

You can vote for any game you want as long as it has appeared on the C&A. Just to jog your memory here are some of the games that you might like to consider although I must stress that the list that follows is by no means exhaustive and anyone sending in an entry consenting solely of my suggestions will be immediately disqualified for cheating.

On the adventure front the first game that I and I suspect many of you played was **THE HOBBIT**. Then there has been a whole host of games from Level 9 starting with such early classics as **DUNGEON ADVENTURE** and **TRIXBALL**, all the way through to recent titles such as **GRAND RANGER** and **SCARFACIST**. Another British company with a reputation for producing excellent games is Megapix. Scilla whose titles include **THE PAVAR** and **GUILD OF THIEVES**. From the other side of the Atlantic come some of the most highly rated games ever released namely those from Infocom. Titles such as the **ZORK** trilogy, **SUPERSHOT**, **HYPOHINKERS GUIDE TO THE GALAXY** and **LEATHER GODBOOTS OF PHOBOS** have all attained cult status but there are

many others you should have a catalogue to choose from.

Role playing games have been around for nowhere near as long as adventures so the list is considerably smaller and on the the most part almost exclusively American. Possible contenders here include **FRONTIER: THE DAWN'S TALE**, **THE ULTIMA IV QUESTIONS**, **THE POOL OF RADIANCE** and **CURSE OF THE AZUL** SWORDS.

Please complete the coupon below and send it in as soon as possible. With a bit of luck and the absence of any invasions by worm-eating goblin insects, the results should be ready in two months time. Now, brilliant and omniscient though I am (and so big headed) that you have to walk down dungeon corridors sideways. I do not always have the time to finish every game that I review. (Notes of shouts of cheer, fraud, cheating. I want my money

back etc.) This is purely due to the pressure of work and not I happen to add, due to any great incompetence on my part (shouts of 'we don't believe you').

If then you happen to get terribly stuck in the middle of a game, there is a reasonable chance that you will get less than complete satisfaction if you write to me for an answer. There are however two possible solutions.

If you have completed a game already, more than one game, write me - but you're not allowed to say one! I'd and am willing to help a few pros who are obviously nowhere near as intelligent as you are: then let me have your name and address, phone number and times when you can be contacted, together with details of the games that you can help with and I will post the appropriate details.

Secondly, if you prefer the more professional approach, then you might like to consider joining the Official Secret. For a fee of £22 per annum you get the following goodies. A free copy of the game **Myth**, a light hearted romp round classical Greece written by those wonderful people of Megapix. Scilla. (Note: we have been asked to point out that **Myth** has nothing whatsoever to do with **Myth: History In the Making** by Syreus 30).

In addition, you also get a free copy of **GRAND RANGER** from Level 9 (a surprise alternative if you already possess a copy). Plus six issues of the magazine **Confidential** (32 A4 pages) packed with adventure news. Plus access to a huge helping where you can phone in with your problems and have them solved there and then for you. Plus membership of **Special Reserve**, a discount software club that allows you to purchase most of the latest releases at 65% RUP, plus POP (games available on disk only).

If you are interested in joining Official Secret, then please get in touch with John Levick, Inver Mediacore Ltd, 2 South Block, The Warnings, Riverside Way, Sawbridgeworth, Herts, SG21 9PG or phone him on 0279 726585.

That's all for this month. Next month how to make a doozie out of an arc is next. Please send those coupons in and start writing letters even please ones. May your bottle can always have blood dripping from it.

Entry Coupon

All time favourite adventures

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- 5

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FISHY TALES



Lenny Sur Lony 4

Lony Sparks has recently confessed to being a closet furry hacker. This has shocked many staff members of Activision UK, who previously thought that he was in fact the reincarnation of a dormant bath. His passions, it has been revealed, are watching, drinking lager, shandies and listening to the Reynolds girls at full volume—conclusive proof that he is now a fashion victim.

He has also challenged Angus to a squash tournament where they are to proceed in getting themselves well and mulled (no has involved whatsoever).

The Grudge Match

A football match, played on November 20th, has been announced. It is between Focus (as Angus MD Peter Williams's new company) and Angus (the publisher of the five magazine and Deputy Editor Rick Henderson's former employer). It has been titled 'The Grudge Match' by the challengers, and unless they decide to field a team of footballers for a challenge, will be quite some. We'll keep you up to date.

Whome? Rapped To

Bloodbuds. Apparently the programmer of the G44 version of this IPO has disappeared, leaving

Blup! Purple Fishlord here, here full name: The Great Purple Fishlord of Coor and I've been given the honoured position of back page columnist (nominally

because nobody else would do it). So prepare yourselves for the next blup! from the bottom of the deep. Blue fishbowl page columnist (nominally



the game and publisher minorly really in the back. Although it was planned for a Christmas release, we'll now be lucky if we see it in April. You never know though, maybe they'll find him in a

dungeon somewhere! I must dash now, before I get slapped a war. So it's blup! from me, and it's blup! from me again, bye, bye.



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BY THE WIND
AND THE
WAVE

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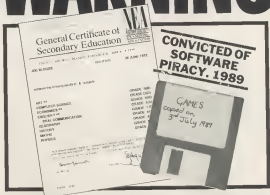
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